

PC ZONE

100%
GAMES

- * Warriors
- * Super SFII Turbo
- * Magic Carpet: Hidden Worlds
- * Slipstream 5000
- * Apache Longbow
- * Comanche vs Werewolf
- * Ticonderoga
- * Virtua Chess

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OF W ES

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For more information about BioForge, please call 0753 546 465, or write to Electronic Arts, P.O. Box 835, Slough, Berkshire SL3 8XU. • Software ©1994/5, Origin Systems Inc. • BioForge and ORIGIN Interactive Movie are trademarks of Origin Systems, Inc. • Origin and We Create Worlds are registered trademarks of ORIGIN Systems, Inc. • Electronic Arts is a registered trademark of Electronic Arts. **System Requirements:** IBM PC CD, 486/50 Intel 486™ or 100% compatible systems, 8 Megs RAM, 10 Megs Hard Disk Space.

dir.ectory



● This month's cover image was provided courtesy of British Sky Broadcasting, and features (if you didn't know) the Enterprise D. The exclusive review of *Star Trek: The Next Generation* can be found on page 52. You can play a fully-interactive demo of the game if you have the CD version of the magazine.

PC ZONE



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REVIEWS

52 *Star Trek: The Next Generation "A Final Unity"*

YES, IT MAY HAVE A ridiculously long title, but this is, without a doubt, the best game to bear the *Star Trek* name so far.

59 *Super Street Fighter II Turbo*

IT WOULD SEEM that this month's theme is "games with very long names". GameTek's *Super Streetfighter 2 Turbo* is one of the best arcade conversions ever on the PC

63 *Hardball 4*

RETURNING TO LAST month's theme of "sequels", Warner Interactive brings us the fourth *Hardball*. Surely they have to call it quits now?

64 *PyroTechnica*

VERY POOR DESCENT-wannabe from Psygnosis. Fortunately though, it's considerably cheaper.

66 *Flight of the Amazon Queen*

DESPERATELY TRYING to be a LucasArts adventure but failing quite miserably is *Flight of the Amazon Queen* from Warner Interactive. To be honest... it's naff.



68 *Blind Date*

CHRIS HAS A JOLLY splendid time reviewing this month's "interactive-try-to-get-laid-simulator". What will the softies come up with next?

70 *Slipstream 5000*

THREE-DIMENSIONAL-FABBY-WHIZZO racing/shooting speedy thing from Gremlin. Splendid stuff, and better than boring run-of-the-mill racing games. Wow. Loads of hyphens in that one.

72 *Warriors*

YET ANOTHER BEAT 'EM UP. Bloody hell. Anyone would have thought that there was a shortage of the things or something.

74 *Full Throttle*

HOORAY FOR LUCASARTS adventures. Hooray, hoorah and huzzah. Big, tough guy, biker stuff this time. Splendid. (Did I go a bit over the top there?)

81 *Virtua Chess*

SNAZZY THREE-DIMENSIONAL SVGA chess thingy from Titus France. This one's different looking and with a ninja bastard brainbox.

84 *Psycho Pinball*

PINBALL FROM CODEMASTERS. Some nice tables. Some nice music. Sorted.

86 *Magic Carpet: Hidden Worlds*

A SORT OF ADD-ON thingy for *Magic Carpet* with lots of snow. The trouble is, though, it's completely and utterly stupidly bloody hard.

91 *High Seas Trader*

AFFECTIONATELY REFERRED to as "High Street Trader" in the PC Zone office, this is the latest strategy offering from Impressions.

94 *Ticonderoga*

SILLY NAME, but a damn fine naval strategy game. Lovely graphics and splendid CD bits.

BLUEPRINTS

28 *Apache Longbow*

THE FOLLOW-UP to *Tornado* arrives at last. It's been a couple of years in the making but this SVGA chopper sim looks like being one of the best.

32 *Z*

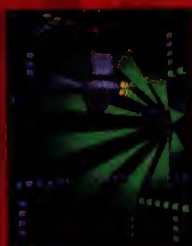
LOONY NAME, loony gameplay and fresh from the game-producing loins of the Bitmap Brothers. It's not due until September, but it looks like it's going to be ace.

34 *Cyber Judas*

EMPIRE HITS US with a virtual reality US president sim. You have to supply your own smug grin and complete disregard for international politics, though.

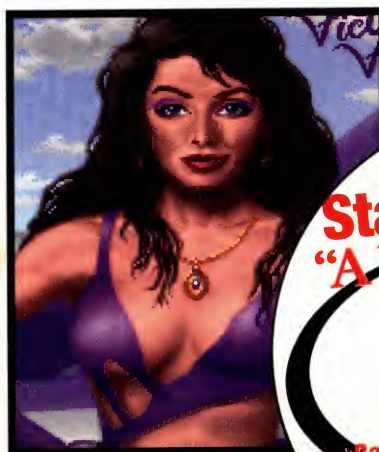
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38 Darker Side of the Moon

ONE OF THE FIRST 3D games around to be developed totally for virtual reality systems.

42 Action Soccer

A FRENCH SOCCER GAME which seems to bear a striking resemblance to FIFA Soccer.

45 Comanche v Werewolf

THE FOLLOW-UP to Novalogic's *Comanche* arrives at last. How bloody long has this one taken?



FEATURES

96 CyberCakes

TOP REPORTER, Duncan MacDonald, visits the *Cyberia Cafe* in London, and asks the vitally important question: "Is it a new culture or just a load of bollocks?"

PC ZONE

100% GAMES

June 1995 Issue Twenty Seven

COVER DISK

HD Disk Version

Baldies

It's big, it's exclusive and it's nestled neatly with the electro-magnetic thingummies on this month's splendid floppy. Basically, *Baldies* is a kind of *God-sim* type doofa.

You control a tribe of big, fat blokes with no hair as they try to dominate the world. Or something like that.

But hang on... this isn't the only thing on the floppy this month. As an added fabby *PC Zone*-tastic freebie, we also have...

Virtual Pool

It's Pool, and er, it's "virtual". Apparently. You absolutely have to check this thing out. It's brill. A full-3D, twisty-turny-around table thingy, and some of the best ball movements we've ever seen. The graphics are fab and it plays a mean game of Pool.

CD-ROM Version

This month's CD is a bit special really, particularly due to the fact that we have a certain sci-fi game featured on the cover. Yes, this month, after a considerable amount of hard work, blood, sweat and to be honest - tears (we are in touch with our feminine girly sides too, you know), we can now present you with *Star Trek: The Next Generation* interactive demo. It's fab. Check it out.

Elsewhere, if you browse through the menus on the CD you'll find playable demos of *Slipstream 5000*; the distinctly cool *Warriors* (both of which are reviewed this issue); *Virtual Pool*; *Baldies*; and loads more.

Bulletin

No Doom 3!



REGULARS OF THE now infamous *QuakeTalk* (found on Compuserve, Action Games Forum) will be well aware that *Quake* will probably be released as shareware at the end of the year, with a full version to follow a couple of months later.

In the meantime, however, there are plans to release the full version of *Heretic* around the end of June. This will feature new levels, nasties, weapon power-ups and possibly a few dedicated "death-match" levels.

There are also plans to release another version of *Doom* (with the working title of *The Champion Edition*), which will use the *Heretic* engine so that players can look up and down. There will also be new levels, nasties, weapons and, well, you get the picture.

At the moment, iD is toying with two options for what promises to be the last in the *Doom* saga. The first is to make it a full-blown multi-player affair, packed full of "deathmatch" friendly levels to get people in the mood for *Quake* (and to show everyone how superior the new code is). The second is to make it more single-player oriented à la *Dark Forces*, and stress the puzzle-solving side of the game. If the latter option is plumped for, it might just contain a multi-player team option (similar to *RotT*), which will play on both the strategy and multi-player elements of *Doom* and *Doom2*. It will follow a plot not a million miles away from the blockbuster *Alien* movie. *Doom: The Championship Edition* is slated for release in the third quarter. Sources have confirmed that it will not be called "Doom 3".

There is, however, talk of the original *Doom* finally being released to retail in a special package called "The Definitive Doom". Rumour has it, it will be a self-contained nine-level episode called "Thy Flesh Consumed" and will be on the shelves very soon at a special price.



Heretic 2

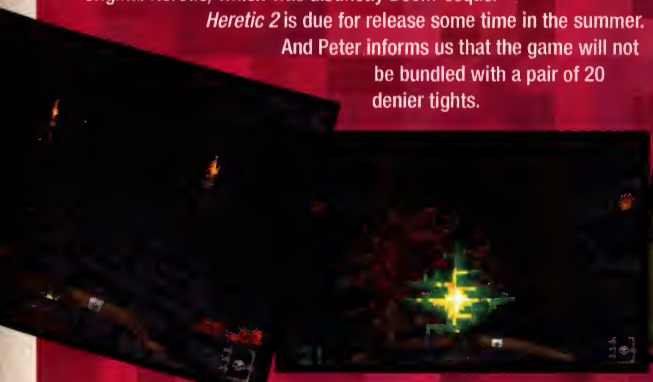
Rumours of a sequel to the *Doom*-basher in tights fest, known amongst the gaming fraternity as *Heretic*, can now be substantiated, thanks to Peter the Goblin who popped into the PC Zone office last week and left us some juicy tit-bits.

Peter maintained that the sequel, cunningly possessing the working title of *Heretic 2*, will be "quite different" from the original and will be less of a blast-fest.

Players will be able to play the game as a warrior, wizard or cleric, (they must choose the character before they start the game), and classes can be mixed in multi-player games. There's also going to be an all-new weapon system which is "vastly different" from that used in the original *Heretic*, which was distinctly *Doom*-esque.

Heretic 2 is due for release some time in the summer.

And Peter informs us that the game will not be bundled with a pair of 20 denier tights.



Ecstatica 2

Psygnosis has just let slip that it's working on a sequel to the extraordinary elipsoid adventure, *Ecstatica*.

Little is known about the project as yet, although we can reveal that it will be much bigger than the original game (current estimates put it at around 100 times bigger!) and will all be in luxurious Super VGA. *Ecstatica 2* is expected to remain close to the original in terms of theme and content, and will feature Gothic scenarios a-plenty, along with fair helpings of violence and combat. The developers, however, are keen to include more puzzles and fewer violent encounters in response to criticisms that the first game in the series was too much of a constant combat-fest.

Ecstatica 2 is due for release this December, and will feature even finer buttocks than the original *Ecstatica*.



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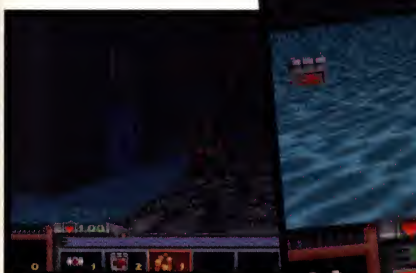
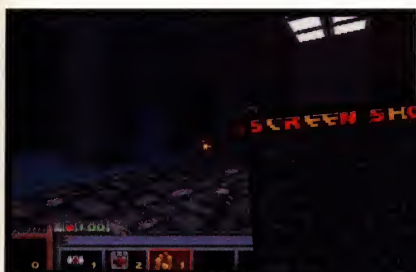
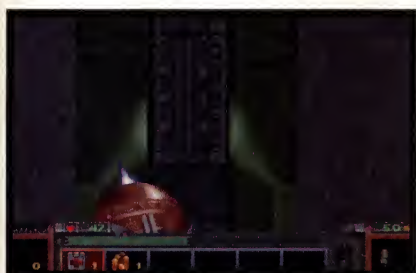
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Bulletin

LBA 2

Not to be outdone, Adeline is working on a sequel to its smash hit, *Little Big Adventure*.

Details are very sketchy at the mo, but rumour has it that the gaming environment will be absolutely massive and more interactive. There is also talk of a swirling, first-person, 3D-perspective mode (similar to that in the fourth-coming *Syndicate 2*), which will beef up the combat encounters and give the player even more character control. The game will follow a similar plot to the original, and will feature cutesy fly-bys and cut scenes a-plenty. *LBA 2* might just be with us by Christmas, but Adeline recommends that you don't hold your breath.



Strife

WHILST PETER the Goblin was in, he revealed (after a couple of flasks of strong ale) that there's also a 3D-perspective, RPG-oriented action game on the way from Rogue.

Using an improved *Doom* engine, it will be more of a role-playing experience than a blast (or wand) fest, and will feature loads (well, heaps, in fact) of actors, robots, items (both magical and otherwise). It will also have a suitably fantastical plot, and lots of juicy missions. Peter let slip (amongst burps and belches) that players will be able to choose to "play" a variety of characters, including wizards, orcs, clerics, and maybe even goblins. There will be a multi-player link-up facility, too.

All the levels will be seamlessly integrated to give the impression of a huge "real-time" player environment, which will allow players to go back to the town and visit the merchant (for example) if they get all the way to level seven and only to discover that they've run out of clean underwear.

Peter's pretty sure that *Strife* will be knocking about sometime in October, although we would like to point out that he was rather worse for wear when he said this.



It's A Stick Up!

Not content with building a joystick with more buttons than a pearly queen's jacket and winning the Phalluscity Award in last month's joystick feature for the Analogue Pro, Gravis has yet another stick on the way.

The Firebird Flight and Weapons Control System is basically a cut-down version of the awesome Phoenix stick. Although it's smaller and there's no swinging programmable throttle control (as on the Phoenix), it does feature programmable throttle and elevator trim controls and a further 17 programmable buttons. If you're half awake while reading this, you'll notice that the word "programmable" has been mentioned four times now, and that the Firebird (just like the Phoenix) can be fully configured and customised for your gaming pleasure. What sets it apart from other sticks on the market, however, is the programming package that comes with it. No more messing around with numerous keystrokes and button codes – that's too complicated by far. The graphical interface that comes with the stick allows you to easily assign any game commands, be they joystick buttons, keystrokes or strings of keystrokes to any button, simply by pointing, dragging and clicking. You can also swap commands over, edit them and save them, which allows you to completely customise the stick for each game. As if that wasn't enough, it also comes with preconfigured control settings for the latest games and has variable handle tension settings (just like the Analogue Pro).

The Phoenix is due on the shelves this June, and should cost around £49.95. Contact Gravis on 0171 352 9402.



Baldies

The follicle challenged and wonderfully entertaining *Baldies* is shaping up nicely, and the animators are just putting the finishing touches to the rather splendid clay animation which is used to great effect throughout the game.

GameTek has now included a helicopter in the game, so that once your Baldies have invented it, you can fly around the different worlds, inflicting great pain and suffering on your dome-headed enemies.

Baldies is due for release now, and will be available on CD-ROM and floppy.

Contact GameTek on 01743 553445 for further details.

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If you're lucky.

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tactics, leadership. Bay Watch this isn't.

For IBM Compatibles and CD-ROM.

MICRO PROSE



Bulletin



DISPATCHES

+++ US GOLD JOIN THE 3D RPG BANDWAGON

Witchaven is yet another 3D first-person-perspective fantasy adventure that claims to be more RPG than shoot 'em up.

The game takes place in a huge underground labyrinth known as the Witchaven, and the player (assuming the role of either a male or female character) must infiltrate the den of doom and destroy the three witch's guilds which lie within.

Players can improve their chances of success by collecting spells, magical items and weapons, and there will be puzzles a-plenty and intricately drawn and playable maps to explore for heaps of gameplay.

Witchaven is due for release by the end of the year

+++ DISCWORLD HELPLINE

Psygnosis has very kindly set up a help line to aid troubled adventurers who are stuck in the middle of the devilishly amusing *Discworld*.

Specific *Discworld* requests should be mailed to

vince.wind@psygnosis.co.uk.

Requests for similar information on other Psygnosis titles can also be mailed to helpline@psygnosis.co.uk.

Don't ya just love Psygnosis?



+++ A ZEE THAT STANDS FOR ZORRO

US Gold has managed to secure the license for the forthcoming film of *Zorro*.

Little is known about the game as yet, but it supposedly features some wicked rotoscoped animation, lots of whip cracking, sword lunging and puzzle solving. Thing is, it's a platform game, but that never stopped *The Lion King* and *Aladdin* from being a success on the PC did it?

Zorro is due for release in the summer.

Gremlin Go For It!

The bods at Gremlin don't know whether to laugh or cry at the moment. You see, Zool has gone and done a runner (bless him!) and no one knows whether he's coming back. The thing is, no one at Gremlin really cares any more – they're all working on new projects that are so mould-breakingly original the general consensus is to sod the little egotistical bugger.



Actua Soccer

The PC is crying out for a decent footie game now that FIFA Soccer has been condemned as strictly *passé* by console kids the world over, and the likelihood of *Sensible World of Soccer* emerging sometime this year is equal to that of Ipswich Town beating relegation.

Keen to capitalise on this rather bland situation, Gremlin has just let slip that it's working on an antedote to this rather sorry state of affairs and it's calling it *Actua Soccer*.

Although it's already been compared to EA's 3DO FIFA, sadly such an accolade is not enough to do it justice. Looking more like a souped-up version of Infogrames' mis-hit *Planet Soccer*, *Actua Soccer* uses advanced 3D technology to place the player right at the heart of the action.

Players are made up of polygoned elipsoids (similar to those used in *Ecstasia* from Psygnosis) and move about very realistically thanks to "Worlds In Motion", a tremendously expensive chunk of new-motion, capture technology (similar, but superior to that used in EA's *Bioforge*) recently bought by Gremlin.

Because it's all in "true" 3D, you can zoom in and out and pan around the pitch to find the perfect playing angle and marvel at the texture-mapped crowd as it performs Mexican waves. Unlike the aforementioned FIFA, however, it promises not to be all gloss and no gameplay. The developers spent ages getting the artificial intelligence and game engine just right before lacing in any of the highly impressive visuals. Let's just hope they're not all Arsenal fans.

Actua Soccer is due for release in June.

Fatal Racing

White of knuckle; skidded of pants. That's probably the best way to describe how you'll feel after playing Gremlin's new

racing game, which at the moment goes under the name of *Fatal Racing*.

Already comparable in terms of graphics (and hopefully, gameplay) to Namco's *Ridge Racer*, it is still only a mere pup of a game, being only three months in development. And it still looks great!

The game engine uses texture-mapped polygons to generate a realistic and varied racing environment, which includes numerous road hazards, such as ramps and corkscrew type tunnels, to challenge even the most hardened driver.

Although the art for the cars is still a long way from finished, you'll probably be able to hurtle around the many tracks in numerous saloon-type cars, each with its own particular handling characteristics. And there will, of course, be numerous out-of-car views to flick through.

As for speed, reports suggest a frame rate of around 30 screens per second on a P90 in VGA mode, and there are plans for a SVGA mode, too.

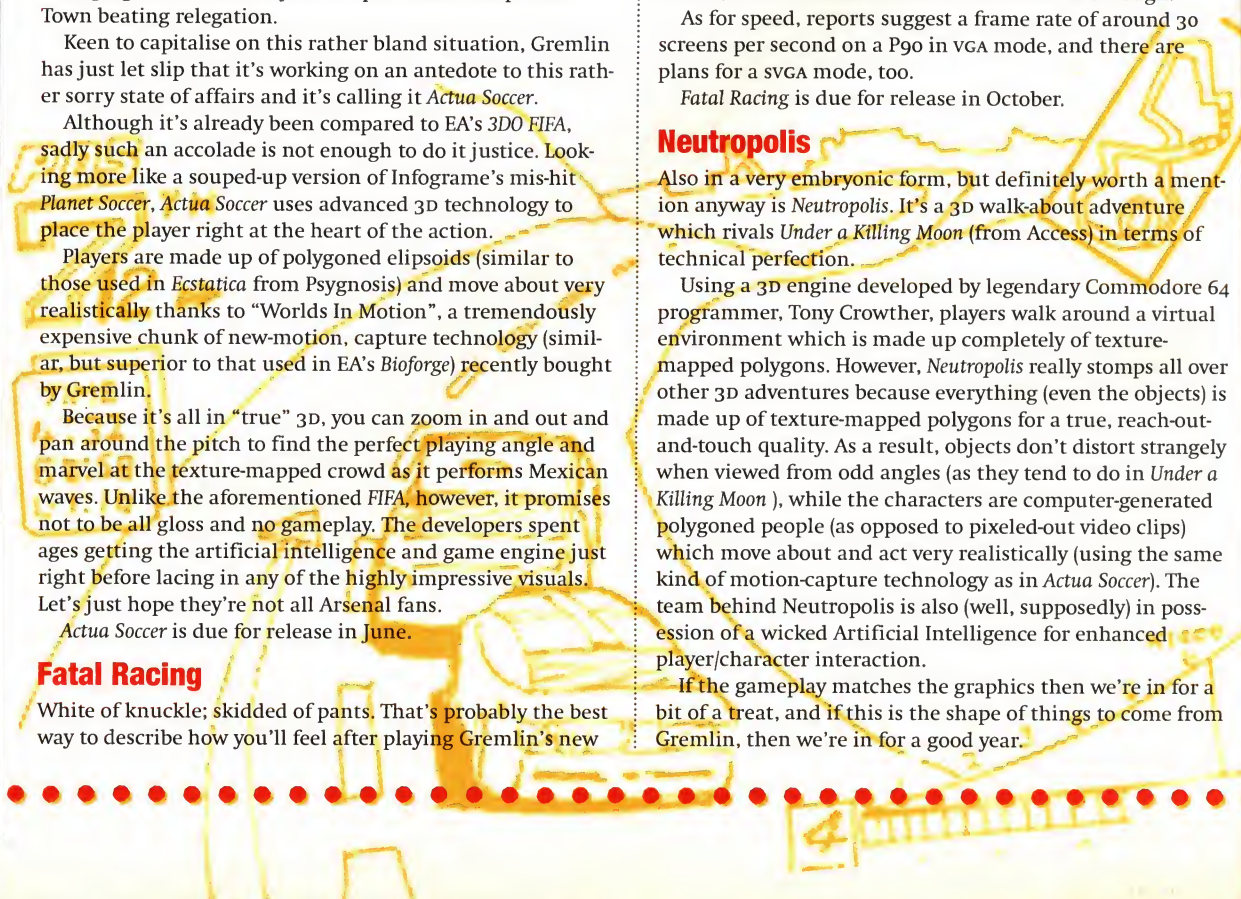
Fatal Racing is due for release in October.

Neutropolis

Also in a very embryonic form, but definitely worth a mention anyway is *Neutropolis*. It's a 3D walk-about adventure which rivals *Under a Killing Moon* (from Access) in terms of technical perfection.

Using a 3D engine developed by legendary Commodore 64 programmer, Tony Crowther, players walk around a virtual environment which is made up completely of texture-mapped polygons. However, *Neutropolis* really stomps all over other 3D adventures because everything (even the objects) is made up of texture-mapped polygons for a true, reach-out-and-touch quality. As a result, objects don't distort strangely when viewed from odd angles (as they tend to do in *Under a Killing Moon*), while the characters are computer-generated polygoned people (as opposed to pixelated-out video clips) which move about and act very realistically (using the same kind of motion-capture technology as in *Actua Soccer*). The team behind *Neutropolis* is also (well, supposedly) in possession of a wicked Artificial Intelligence for enhanced player/character interaction.

If the gameplay matches the graphics then we're in for a bit of a treat, and if this is the shape of things to come from Gremlin, then we're in for a good year.



Anco Aim For The Top

Player Manager 2, the second in Anco's series of footie management games, could be set to kick the opposition into touch. Players will not only be able to control all the management aspects of their chosen team, they will also be able to play in the matches. The only other game that will have that option when it's released is *Sensible World of Soccer*, but that concentrates mainly on the arcade side of the game, with the management option being a tad simplistic.

Player Manager 2 will incorporate a very comprehensive management game, together with a fully-fledged arcade footie sim. The arcade action can be viewed from a variety of perspectives, and players can either play in their favourite position or control the player nearest the ball.

The management side of the game is choc-a-bloc with features. There are different grades of coaches, physios and scouts. There's a multi-player option which allows up to four players to play the game at the same time, and there's an extremely powerful (allegedly) tactics designer. The game also features over 100 European and domestic teams, over 1000 individual players, European transfers and the challenge of keeping the board and the media happy.

If *Player Manager 2* turns out the way Anco are expecting it to, it could be the first football game to offer the best of both worlds. The game is out next month.

Contact Anco on 0322 292518.



Talkin' 'Bout Our Resolution

Forte has gone and improved the resolution of its VFX1 headset and made it even better.

The improved headset, which comes complete with Cyberpuck (recently re-modelled to resemble a puck and not a sausage), now has a resolution of around 280 x 230, and is infinitely better than the original model which suffered from blurred vision and de-pixelation.

The Forte VFX1 supports all the latest 3D blasters, such as *Descent*, *Magic Carpet*, *Dark Forces* and *Heretic*, and you can now read the signs in *System Shock*, making the whole thing infinitely more playable.

Forte has improved the tracking too and made it much

faster. Although the prototype demonstrated to us was pretty heavy, the final production model will be over 1lb lighter and will include rubber eye cups for improved comfort and an increased sense of total immersion.

The unit is expected to sell for around £800 when it finally ships this month, and will come bundled with playable demos of all the games mentioned above.

Forte says it's working on a CyberGlove to link up to the headset which should be available for December. It also reckons it'll have a VGA resolution unit out at a similar price come the new year.

Contact Forte on 0101 716 427 8595.

TIME...

3.10

PREVENTING
MESSAGE

1995/1996

3.10

Bulletin

DISPATCHES

+++ TEKWAR

Syrup head Shatner has finally managed to break into the computer games market proper now that Capstone have decided to release a game based on his "best-selling" *TekWar* books.

The game, which is being published over here by US Gold, will use an exclusive, new 3D engine developed by Apogee, and players will take the role of a security agent, fighting the forces of the evil Tek Lords.

Little else is known about the game as yet, but a very helpful spokesperson for Capstone, one Amy Smith, maintained that, "it will be a story with a beginning, a middle and an end. It will be more than hack 'n' slash." There just aren't enough women in this industry, are there?

TekWar is due for release at the end of the year.

+++ FIGHTING FURRIES

Gametek are working on a new beat 'em up called *Paws of Fury*. It will, allegedly, be filled with humorous animations (you get to beat up fluffy bunnies etc.) and has a rather neat grading system: as players progress they acquire new belts, which in turn give them new fighting skills. There's also an instant replay facility so you get another quick look at your opponents final moments; modem support so you can play your mates; and a tournament mode for up to eight players.

Paws of Fury is out this month and will retail at £39.99. For more details call Gametek on 0753 553445.

+++ EA CLASSICS

EA has just announced the launch of the new "Classics" label, a collection of "popularly-priced" titles (I think they mean budget) which will be available soon for the PC.

Eleven titles are currently lined up for the first batch of releases, including *Syndicate Plus*, *Wing Commander 2*, *Shadowcaster* and *Privateer*, all for a truly barg-tastic £9.99! More titles are on the way later in the year.

Contact EA on 01753 549442.

+++ AN APOLOGY

PC Zone would like to apologise to all Wolves fans for any ill-feeling caused over the recent review of *Premier Manager 3* in which the author, Patrick McCarthy, brought the club's name into disrepute by referring to it as a team of whining, spoilt brats, likely to be supported by any newcomer to the world of football. He also stated that said supporters were a stain on the underpants of humanity. This was a typo: Patrick meant, of course, Manchester United.

Crusader: No Remorse

DUE FROM ORIGIN is a *Bioforge/LBA* type 3D walkabout adventure, which is currently known as *Crusader: No Remorse*. Set an Orwellian 220 years in the future, an oppressive and self-serving government, known as the Consortium, controls just about every aspect of a person's life. Citizens must pay the majority of their wages in taxes and receive few benefits in return. General discontent prevails for many years, until one city eventually attempts to secede. A number of cities quickly follow suit, forcing the Consortium to mobilise its forces to quosh the rebellion.

Before you start making lame gags about it being a Britain in the '90s sim, you might be interested to hear that you don't actually play the victim, but one of the Enforcers (part of a specially selected military force operated by the Consortium) who decides to defect and join the rebellion.

The game is mission-based and will use live-action video for realistic interaction with fellow rebels, and allows the player to employ advanced fighting tactics with a vast array of weapons to choose from. *Crusader* is so realistic that visible damage results can be seen from every round fired, whilst an advanced character-control system allows the player to walk, run, jump, crouch and hide. Everything that can be rendered is, and it's all in Super VGA.

Crusader is due for release in September.



Striker '95

The PC gaming fraternity still seem to be footie mad, despite the game of (Kung-Fu) kings falling into disrepute, and there STILL not being any sign of *Sensible World of Soccer* appearing on the PC.

Keen to cash in on this footballing fury, Time Warner have decided to revamp the classic *Striker*, and are re-releasing it as *Striker '95* along with an improved engine, better graphics and fully roto-scoped and meticulously animated players to bring it bang up to date.

It promises to deliver in the gameplay stakes too, with 300 national and international teams and over 5,000 players, each with their own unique characteristics, which affect the way they play (apparently they've used the AI from one of the characters in *Rise of the Robots* for Cantona). It's said to be all very smooth (ten frames per second on a DX) and will feature FMV clips a-plenty and a full match commentary from Sky Sports' footie maestro, Andy Gray.

Striker '95 is due for release in May. Contact Time Warner on 01604 602800.





IS ALL YOU HAVE...

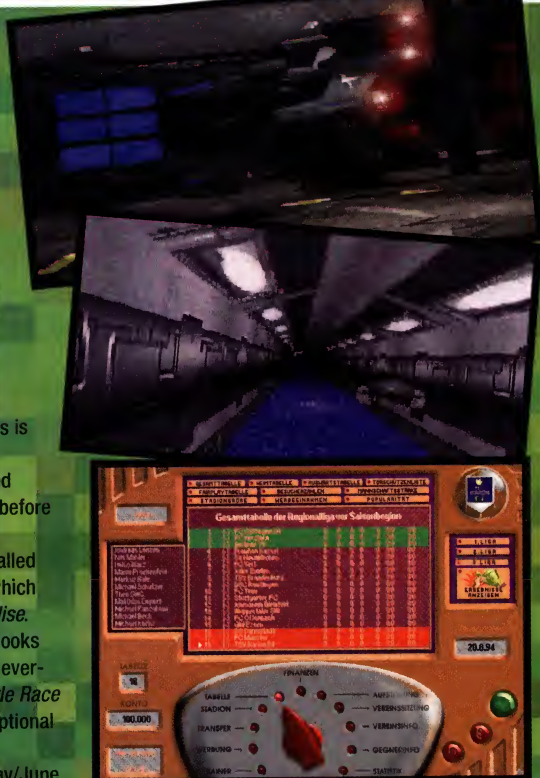
Kingsoft Coup

Tucked away opposite the Interplay stand at the recent ECTS was a small software company called Kingsoft which had more new products on show than many of the major software companies. One of the more impressive was a footie management sim, cunningly entitled *Hattrick!*. Boasting a rather impressive front end and an attractively regimented menu system, it looked like an enhanced and totally efficient version of *Championship Manager*. (What else would you expect from a German software company?) Although it's still all in German, a translation to English featuring all of the major leagues, cups and competitions is on the way and due for release around June. It's all in SVGA, boasts over 100 goal-scoring scenes and a wicked computer AI. It might just see off the long awaited *CM2* before it even appears (if Kingsoft gets the stats right, that is).

Also on show was an underwhelming pinball game called *Pinball Wizard 2000*, and a lame-ish 3D shoot 'em up, which jerks along in glorious vibro-colour, called *Project Paradise*.

Finally there was a rather slick 3D race game which looks like a lot of other race games, but could be quite good nevertheless. Most similar to Gremlin's *Slipstream 5000*, *Battle Race* is networkable for up to four-player action and has an optional hi-res mode for ninja PCs.

All products are due for release around the end of May/June.

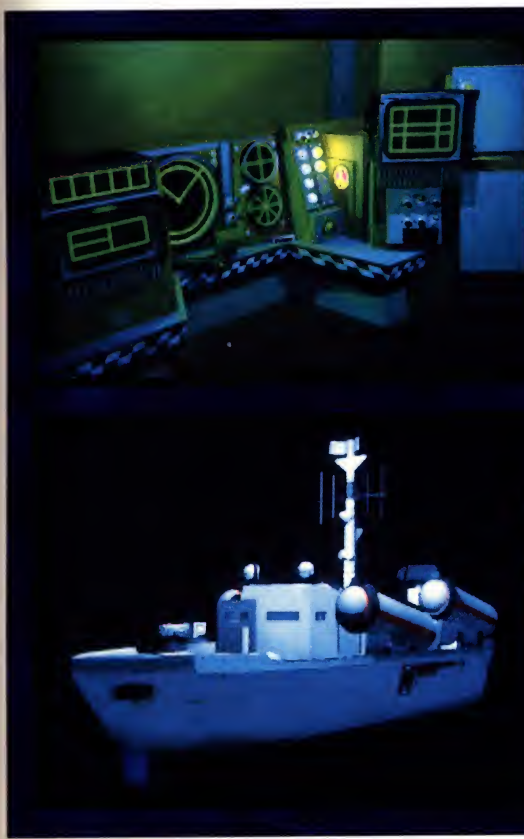


Core Shocker

To add to the millions of tank simulations out there already, Core Design is working on *Shell Shocker*. The game will be more of an arcade blast 'em up than a straightforward sim.

You will take the role of a rookie tank commander, whose task it is to plough through lots of mission scenarios over a variety of terrains. It has a first-person perspective viewpoint, fractal-mapped 3D terrains, silicon-graphics designed vehicles and a groovy rap backing track to boot.

Shell Shocker will be out in July. The price has yet to be arranged. For more info contact Core Design on 01332 297797.



3.00

The Charts

Key

- ▲ Higher position than last month.
- ▼ Lower position than last month.
- Same position as last month.
- New Entry
- RE Re-Entry

GALLUP CHARTS

What's selling really well at the moment then? Not always what you'd think. Despite what we say in our incredibly informative and exceptionally witty reviews, it still seems that you lot aren't sitting up and paying attention. Some of you obviously have a masochistic desire to waste money...

Top 20 Full Price Titles

1. Sim City 2000	◆	Maxis
2. Overlord	▲	Virgin
3. X-COM Terror of the Deep	●	MicroProse
4. Premier Manager 3	▼	Gremlin Interactive
5. Discworld	●	Psygnosis
6. Microsoft Flight Simulator V.5	▼	Microsoft
7. Doom 2	▼	Virgin
8. TIE Fighter	◆	LucasArts
9. Descent	▼	Interplay
10. Transport Tycoon World Editor	●	MicroProse
11. Theme Park	▲	Bullfrog
12. Colonization	◆	MicroProse
13. Rise of the Robots	RE	Mirage/Time Warner
14. Rise of the Triad	●	US Gold/Apogee
15. The Lion King	▼	Virgin
16. NASCAR Racing	▼	Virgin
17. FIFA International Soccer	▼	Electronic Arts
18. Mavis Beacon 2 (UK Edition)	◆	Mindscape
19. Scrabble	●	US Gold
20. TIE Fighter: Defender of Empire	▼	LucasArts

Top 10 PC Budget Titles

1. Magic Boy	●	Empire
2. Winter Olympics	▲	US Gold
3. Desert Strike	●	Gremlin Interactive
4. Beneath a Steel Sky	●	Virgin
5. Star Trek: 25th Anniversary	●	Interplay
6. Descent Demo Disk	▼	Interplay
7. Monkey Island 2	▲	Kixx
8. Space Hulk	RE	Hit Squad
9. Lottery (win)	●	VCI Software
10. Hired guns	▼	Psygnosis

Top 10 CD-ROM Titles

1. Discworld	●	Psygnosis
2. Dark Forces	▼	LucasArts
3. TFX	RE	Ocean/D.I.D.
4. Desert Strike	RE	Gremlin Interactive
5. Dragon Lore	●	Mindscape
6. X-COM Terror of the Deep	●	MicroProse
7. Star Trek: Final Unity Demo	●	MicroProse
8. PGA Tour Golf 486	●	Electronic Arts
9. The Lost Eden	●	Virgin
10. Doom 2	▼	Virgin

WHY ARE YOU ALL BUYING THIS ALL OF A SUDDEN?

THE MIGHTY DOOM DESCENDS...

ER AS DOES DESCENT. SPOOKY.

SCRABBLE!!! YOU'RE HAVING A LAUGH!

WHAT THE BLOODY HELL IS THIS THEN?

SHYEAH RIGHT... MUGS THE LOT OF YOU

STAR WARS IS DOOMTASTIC!

WHY DON'T YOU ALL TRY SOMETHING ELSE FOR A CHANGE?

SPLENDID, SPLENDID BUY MORE!

STOP IT. IT'S NOT THAT GOOD!

OUR FAVORITE SEX AND STILL HANGING IN THERE

BET YOU'RE ALL DISAPPOINTED THOUGH!

HORRAH FOR TERRY PRATCHETT!

CHECK IT OUT. STAR TREK-OLA!

Cybermage



igin has just announced that it is busy working on a new project in the style of a comic-book adventure called *Cybermage*.

Distinctly Japanese in its style and content, players must learn to master the power of the Psi-Fire gem and then use it to battle the evil Sri-Fang and their mercenaries, and then face a final confrontation with the evil NeCrom.

Cybermage features some brilliant character animation, a vast real-time player environment which includes underground caves, inner city slums, battlefields and forests, and a plot developed and written by award winning RPG creator, D.W. Bradley. It's being produced by Warren Spector who has *System Shock* and *Wings of Glory* and is due for release some time in June.



ACE of Spades!



ravis is about to release an Audio Card Enhancer, imaginatively called the UltraSound ACE.

Unlike other wavetable upgrade cards on the market, the UltraSound ACE doesn't need any special connectors or adaptors and is the only one that works with any eight or 16-bit sound card. It plugs directly into an expansion slot on the PC and co-exists with the sound card already installed.

As well as offering 32 voices of professional wavetable synthesis, the UltraSound ACE adds the benefits of 16-bit, multichannel digital audio – which in real terms means super-sound ahoy!

The new UltraSound ACE should be on the shelves this month with a price tag of around £75.

Contact Gravis on 0171 352 9402.

Speakers for Everyone



Logic 3 is shouting rather loudly about what it calls "The Revolution In Sound" and how it will change the world of PC sound systems forever.

What Logic really mean to say is that its new ScreenBeat line of speakers are absolutely whizzo, and with prices starting from just £14.99, even the most hard-up gamer has no excuse for not purchasing some immediately, especially as they are manufactured to the highest quality, boast powerful integrated amplifier circuits, state-of-the-art bass resonance chambers and are all magnetically shielded.

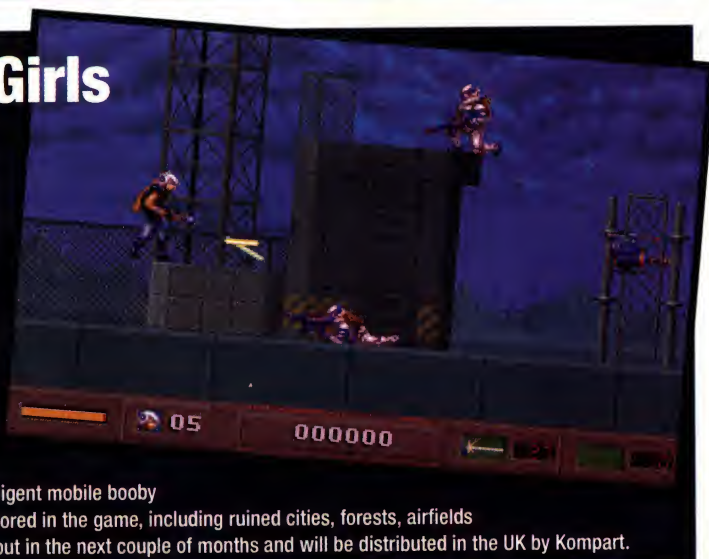
For details of the complete range and prices contact Logic 3 on 0181 900 0024.

One for the Girls



emale platform fans will be pleased to see the arrival of *She Queen Death Machine*,

a new platform game for the PC featuring a hot chick wasting loads of gun-toting macho types. It has a multi-directional fire mode, ten masses levels (plus bonus hidden ones) and tons of weaponry. The obligatory end-of-level nasties we have come to expect from top-notch platformers are making an appearance in the game and the player will be followed around by intelligent mobile booty traps. There are many areas to be explored in the game, including ruined cities, forests, airfields and space stations. The game will be out in the next couple of months and will be distributed in the UK by Kompart.



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Bulletin Special

No bull from Bullfrog

The award-winning development team of the moment is most definitely Bullfrog. Although it's been rather quiet of late, it hasn't been resting on its laurels (or its Hardys for that matter). Here's a brief look at what we feel will be at the top of the charts over the next 12 months.

Creation

Much has been said about this new underwater epic, despite the fact no in-game screen shots have been released (every shot released so far has been a craftily constructed mock-up). The game itself is not even being released until the middle of next year.

Despite such fuss, *Creation* looks certain to ooze originality and shimmer beautifully, making excellent use of new light sourcing techniques and some rather spectacular texture-mapped and Gouraud-shaded underwater landscapes. Months of research into fish movement has gone into making the underwater life move and behave as realistically as possible – there's even fungus and seaweed, for Christ's sake!

It's not just a pretty face, however, there's gameplay in abundance beneath the oceans, neatly wrapped up in an environmentally friendly plot which includes dolphins and porpoises aplenty. Decades of CFCs (and we're not talking Chelsea fans here) have turned the Earth into a barren bio-hazard of a wasteland, forcing the population to seek sanctuary beneath the ocean, out of reach of harmful radiation waves. In order to preserve the surviving marine life forms, a hardy band of human survivors travelled to a distant planet and engineered a watery world, covered by beautiful seas, which could support the aquatic species rescued from our own doomed planet.

Unfortunately, a mysterious strain of fungus has got into the food chain, dramatically altering the personality of

every creature that consumed it. To save the newly created sub-sanctuary from oblivion, players must direct their team of dolphins against psychotic cetaceans in an attempt to stop the spread of the fungus and save as many of the addicted creatures as they can. Only then can they re-inflate their lilo and return to a life on the beach.

Creation is due for release next spring.

M.I.S.T.

Standing for "My Incredible Superhero Team", *MIST* is not a pretentious flick-screen photo-realistic adventure, but an all-action tribute to the superhero cult.

Players use a designer kit for creating superheroes, using fully-jointed vector bodies to create infinite combinations of superheroes and heroines. Having created the physical profile of their team, players can then select characteristics they feel are important and fine tune each character in the team, giving them the power to



Magic Carpet 2

As exclusively revealed in *PC Zone* last month, Bullfrog is busy working on the sequel to what many have lauded as game of the year, *Magic Carpet*.

Magic Carpet 2 will retain the central theme of the original (ie zipping about a wondrous landscape on board a rug of eastern origin, wearing baggy trousers and chasing dragons) and will be smoother and faster thanks to an enhanced engine. There will also be underground levels and night levels, as well as new landscape effects, new spells and creatures, and a completely original range of tasks to complete.

It will, of course, be multiplayer and come with full VR support. *Magic Carpet 2* is due for release in September.



(Above) A crafty approximation of what *Creation* might possibly look like when it comes out some time next year.

(Above left) Bullfrog's done the Shake 'n' Vac on *Magic Carpet* to leave it – ummm – fresher than ever.



demolish a tower block with one punch, leap tall buildings or fly faster than a speeding bullet. Once the team's together, it's time to save the world.

Using a refined *Magic Carpet* engine, players zip about an atmospheric inner-city ruled by a motley band of supervillains. It's all wondrously light-sourced (as are all Bullfrog's new releases – it's developed a new light-sourcing tool, methinks) and professionally voiced. And it uses a brilliant new AI that has the ability to "learn" the player's moves. *MIST* also makes use of an improved eight-way multiplayer mode and promises to be one fast and furious arcade action-fest of a game when it is released in November – hopefully with a better name.

Theme Hospital

Following on from the massive hit of last year, *Theme Hospital* is the next in line in Bullfrog's Designer Series, and just like *Theme Park*, the game is full of options and heavy on the humour.

Players can choose the location, period in time, structure, appearance and specialisation of their hospital – in fact, just about anything they like. There's just one condition: it's got to make money.

Before you start to make rather droll comparisons with current Tory policy on the NHS, let me add that it's all in the same cartoony-graphic style (except this time it's in hi-res), and players must turn their mini-clinic into the biggest, most sophisticated and profitable hospital ever.

Theme Hospital is due for release in spring 1996. Waiting lists permitting.



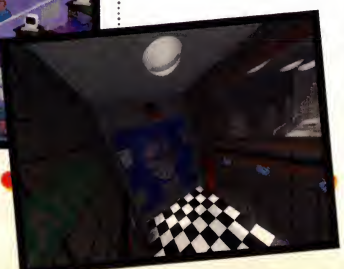
(Above) Using M.I.S.T.'s D.I.Y. kit you can create your own superhero with the power to stay up after dark.

(Above right) Don't let the green theme deceive you. There's plenty of fun to be had with Biosphere's sabretoothed doormice.

(Below left) Bedpansful of fun from Theme Hospital, the latest in the Theme series.

(Below) Dungeonkeeper. Yo beardy, whatcha got up your smock...?

(Below right) Syndicate Wars. New weapons include thermal target detection and a particularly scary line in stern eyebrow work from your gangland thugs.



Biosphere

Very little is known about this project, except that it's being pitched, rather peculiarly as "a war without weapons".

Apart from being one of the first war games on the PC that is, well, PC, it's all rather complicated and based on a futuristic plot that even Michael Crichton's editor would have difficulty with.

Basically, deep in space, four warring nations decide that all this killing business is just plain silly and that they really should dump all their weapons in a black hole and try to get along with each other a little better.

Just when you think it's all too lovey-dovey, you get a flash of evil inspiration. You may not be allowed to build weapons any more, but no one said anything about genetically building killer creatures to wipe out your pseudo-friends with, did they? The thing is, the other three factions have had the same idea and are busy creating their own animal nasties to use against you and each other. An underhand war of deceit and unabated sneakiness ensues as fluffy, cutesome rabbits suddenly morph into nightmarish, toothsome dinosaurs, and previously docile goldfish develop elongated molars, muscle-bound dorsals and a taste for human flesh.

It's said to be in Super VGA, highly amusing and very playable. But you'll have to wait until September to find out.

Dungeonkeeper

Whilst most developers are just content to churn out one RPG after another, using the same engine, plot and characters (apart from throwing in a few new hairstyles and the odd beard), Bullfrog has decided to turn the whole cliché-ridden concept of adventurers vs dungeon games on its head and do it the other way round.

No more wandering around a dark and dank labyrinth in a hooded cloak and pointy slippers, dodging bat droppings and claspings a +2 scab-encrusted

dagger for the player of *Dungeonkeeper* – no siree. This time round, it is the player, who gets to control the dungeon and the evil beings that lurk within it. With fire-breathing dragons and goofy goblins at your command, and hoards of treasure to tempt unruly adventurers into your texture-mapped den of iniquity, fantasy land suddenly has a lot more to offer.

As well as the option of a first- or second-person perspective, players have a fully-rotating dungeon view, while true-light sourcing heaps the whole thing in atmosphere. There's also over 40 different monsters at your control, live actor voice overs and a wicked AI that learns player's techniques and patterns, and tailors the difficulty level to match the player's ability. In short, it looks TDB and will hopefully be ready around Christmas time.


Syndicate Wars

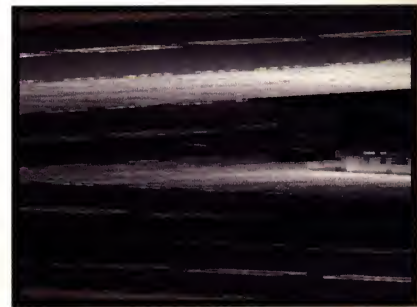
Although it will be launched first on the Sony PlayStation some time in the spring next year, a PC version of *Syndicate Wars* is set to follow soon after and will hopefully hold its own in the conversion.

Following in the mould-breaking steps of the original, *Syndicate Wars* is set in a bleak future where three different interest groups are about to start their bids to rule the world and establish supremacy over the rival groups (again).

So what's new then? Well, there's going to be a unique 360-degree rotating view to spice up the combat, infinitely better fires and explosions thanks to a new light-sourcing technique, as well as an awesome range of weaponry, including thermal target detection and radiation-bleeding camouflage gear.

Hopefully, the PlayStation influence won't turn the whole affair into a massive blast-fest, and there will be some sort of strategy in there as there was in the original to keep the whole thing going.

Contact Bullfrog on 01483 579399. 



PICTURE PERFECT GOLF

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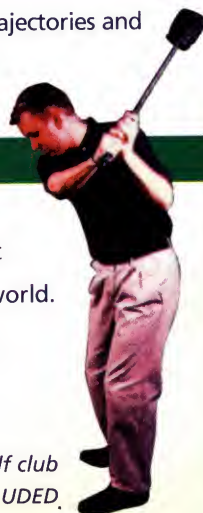
Picture Perfect Golf features the same virtual reality techniques and the same high-quality photography used at indoor golf centres around the World. You'll play the actual course and experience the real scenery of each fairway and green. There are no frustrating screen redraws to hold up your game. You'll see the course from all angles including overhead views - even from behind the trees and across water after those shots you wish you hadn't made!

PICTURE PERFECT GOLF PUTS YOU - NOT AN ANIMATED FIGURE - ON THE GREEN

This virtual golf experience is played from a first person perspective. You view each shot as you make it - watching as your shots travel down the fairway or across the green. Varying golf club trajectories and real golf shot rolls and bounces further enhance the experience. Picture Perfect Golf even supports infra-red golf club hardware so you can play with your own swing and results.*

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Trekkies (or Trekkers as Macca insists on referring to them) will delight at this month's incredible *Star Trek: TNG "A Final Unity"* demo on the CD.

HD Installation

MAKE THE DRIVE containing your floppy current by typing, for example, "A:". Then type "PCZONE" to install *Baldies* onto your hard drive.

Baldies

This month we bring you another world exclusive, *Baldies* from Gametek.

Baldies is a side-on god sim, where you control the lives of your loveable slap heads.

There are four types of people in your happy isle: Workers, Soldiers, Scientists and Giants. Place these happy people into the homesteads and watch them build, breed and invent. After a while your hairless wonders will have come up with bigger and better weapons, improved housing and, of course, there's more of them. Thus you can expand and colonise the land. The only catch is that there is a rival clan of follically-diminished people on the other side with exactly the same plans as you.

Let battle commence...

Controls

Baldies is controlled entirely by the mouse. Click on a house to view the contents and see what the bald ones are up to. Right click on a baldie to pick him up and move him to another location.

Remember, if your baldie is in danger you can always hide him in a tree, but you can only have up to four baldies in a tree at any one time.

System Requirements

486 SX, 4Mb RAM, VGA, Mouse, all major sound cards

Select BALDIES from the menu on the HD disk.

(Below) Place these happy, little slap heads into the homesteads and watch them build, breed and invent.



CD-ROM Installation

This CD was prepared on a Plasmon CD recorder. For more information contact Relection Systems Ltd on: 01763 262963.



Plasmon

FROM THE DOS PROMPT, type "D:" (presuming your drive letter is D) and then "PCZONE".

Use your mouse or the cursor keys to navigate up and down and hit the return key to select.

Star Trek: TNG "A Final Unity" (MicroProse)

Picard and crew take to your PC screen in this epic space adventure which is bound to become a No.1 best seller.

As Captain of the Enterprise, it's your job to make decisions, which could cost lives; delegate responsibilities; and be more politically correct than anyone else in space.

Star Trek: "A Final Unity" features fully-rendered SVGA animation and supports most major sound cards

System Requirements

486DX, 4Mb RAM, double-speed CD drive, VESA, Mouse.

Select STAR TREK: TNG from the GAME DEMOS folder on the cover CD.

Virtual Pool (Interplay)

This is the most recent in the make-it-3D-and-stick-virtual-on-the-front genre of games, and features 360-degree, table-rotating action. *Virtual Pool* has far more freedom and realism than any previous pool game.

Most of the game, including the cueing, is mouse controlled, allowing for much more accuracy than ever before.

Full instructions and information, tips, etc., are included in the game.

Contact Interplay on 01235 821666

System Requirements

386DX, 4Mb RAM, 2Mb hard disk
Select VIRTUAL POOL from the GAME DEMOS folder on the cover CD.

Baldies (Gametek)

See the HD Installation section for details. Select BALDIES from the GAME DEMOS folder on the cover CD

5th Fleet (US Gold)

This is a hot, new strategy release from US Gold, and allows you to control your forces



over the Persian Gulf or the Indian Ocean. The main gameplay is from the Operations display, where you plan your strategies and instigate attacks.

Installation

Select 5th fleet from the menu and install. Once installation is complete go into the installed directory and type: "FLEET" to run the demo.

Controls

CIC screen

C Configuration display
S Scenario display
T Tactical reference display
E Exit

Phase Selection

A Activate air units
S Activate surface units
U Activate submarine units

NO CD?

If you are unable to get your grubby paws on the CD issue, then fear not! Simply fill out this slip, enclose your HD from the cover plus a cheque for a whole £1 and send it to:

Miles Tudor, CD Exchange (27), PC Zone, Dennis Publishing, 19 Bolsover St, London. W1P 7HJ

Your Details (Please print clearly):

Name:

Address:

Post Code:

Please make checks payable to:

DENNIS PUBLISHING Ltd.

CDs from previous issues are also available.

Phone Miles (NEVER before 11.00am) on: 0171 917 7693

COVER DISK

CD-ROM *Installation continued*

HELP!

The CD not working? HD playing up? The PCs just being a total bast? Then just relax, chill out, have a cold shower and then phone the relevant help line:

HD DISK HELP

Phone Matthew on 01274 736990
Any week day between 9am and 4pm.

CD-ROM HELP

Phone Miles Tudor on 0171 917 7693
Any week day between 11am and 6pm. (DO NOT phone earlier as your calls will NOT be answered.)

If you are calling either help line, then please take note of the following points:

- If possible have your PC operating and near to the phone when you call.
- If this is not possible, note down as much relevant information as possible i.e. System type, sound card, RAM etc., plus the nature of the fault.
- Make sure you have a pen and paper to hand when you call to jot down the relevant info.

P	Pass initiative
Alt+S	Activate strategic display
Alt+Q	Quit game
Operations Display	
S	Strategic display
T	Tactical display
M	Air Missions
V	Victory display
E	Execute turn
A	Attack toggle
N	Next unit
P	Previous unit
D	Select deep sub
I	Select a unit under AI control
C	Centre map

[Use the Cursor Keys to scroll down the map]

Combat display

Ctrl/Alt+P +/-	one SSM
Ctrl/Alt+C +/-	one cruise missile
Ctrl/Alt+T +/-	one torpedo

Ctrl/Alt+S +/-	one secondary SSM
Q	Assign/Cancel guns
A	Assign/Cancel ASW
O	Assign/Cancel bombers
I	Assign/Cancel interceptors
E	Assign/Cancel EW
L	Assign/Cancel launch SSM
Esc	Exit combat display

Tactical display

F	Form tactical group
D	Disband group
Esc	Exit tactical display

Scenario Display

R	Select red
G	Select green
A	Select AI opponent
T	Two player mode
M	e-Mail
1-3	AI level
N H	AI agro level
C	Start game
Esc	CIC screen
W	WEAX

Tactical Reference Display

A	Air units
S	Surface units
U	Submarine units
N	Next turn
P	Previous
Esc	Exit display

Strategic display

A	Air units
S	Surface units
U	Sub units
W	Weather
M	Air missions
Esc	Exit display

System Requirements

486 SX, 4Mb RAM, 10Mb hard disk, VGA, all major sound cards
Select 5TH FLEET from the GAME DEMOS folder on the CD

Warriors (Mindscape)

Warriors is another beat 'em up in the same style as Street Fighter II or Mortal Kombat.
Play one-player tournament fights or

two-player head-to-head games.

The game can be controlled with either a joystick, pad, or a keyboard.

The game features SVGA graphics and supports most major sound cards.

System Requirements

486DX, 4Mb RAM, 3Mb hard drive, SVGA, all major sound cards
Select WARRIORS from the GAME DEMOS folder on the cover CD

Alex Dempster's Ice Hockey (Merit)

Fancy yourself as a cross between Jane Torville and Mike Tyson? Well, if you like fighting and skating, then you're probably an ice hockey fan and this is one of the best hockey sims to date.

Gameplay on this demo is limited to one match and is seen from that "above-and-to-the-side" angle giving a good 3D feel.

System Requirements

486 recommended, VGA, 100 per cent SoundBlaster compatible card
Select ICE HOCKEY from the GAME DEMOS folder on the cover CD.

Flight Commander 2 (US Gold)

This is an air-war, multi-aircraft strategy game that operates in Windows.

You command your forces over a desert terrain, and you can choose to be either the Yanks or the Iraqis.

Installation

Select the Flight Commander 2 option from the menu. Once the program has installed, click on the "Open Battle" button. Once you have been briefed, you are presented with a battle map. Select the aircraft, give him his orders and off you go!

System Requirements

486 SX, 4Mb RAM*, 10Mb hard disk, VGA, Mouse, all major sound cards
Select 5TH FLEET from the GAME DEMOS folder on the CD

**STOP
PRESS!**

Slipstream 5000 (Gremlin Interactive)

Play the awesome 3D-racing game from Gremlin. Check out the review on page 70.

System Requirements
486 DX, 4Mb RAM, double-speed CD drive, VGA, Mouse
Select SLIPSTREAM 5000 from the GAME DEMOS folder on the CD.

Ticenderoga (Mindscape)

Mindscape and Intelligent Games' superb sea-based war game. See the review on page 94.

System Requirements
486 DX, 8Mb RAM, double-speed CD drive, VGA, Mouse
Select TICENDEROGA from the GAME DEMOS folder on the CD.

Terminator Rampage (US Gold)

It may have been released ages ago, but the demo has only just been made available!

System Requirements
486 SX, 4Mb RAM, double-speed CD drive, VGA, Mouse
Select TERMINATOR RAMPAGE from the GAME DEMOS folder on the CD.

Fairway to Heaven (GameTek)

Top golfing bods tell you what's what in this super looking golf game from GameTek.

System Requirements
486 SX, 4Mb RAM, double-speed CD drive, VGA, Mouse
Select FAIRWAY TO HEAVEN from the GAME DEMOS folder on the CD.

Virtual Pool (Interplay) **on the HD

See CD instructions. Type "PCZONE" at the "A:" prompt and select the VIRTUAL POOL demo from the menu.

TROUBLESHOOTING

If you experience a problem, the first thing to do is check out the README.TXT files. This will give you in-depth information on the demo. To do this, type:

```
Edit readme.txt
```

If you still have difficulties the following troubleshooting tips may help.

Amnesia?

The most common problem that you'll hit while running any of the demos is a memory problem. Some programs require EMS others XMS, and your PC's configuration needs to be altered accordingly. To change the system you will need to edit your CONFIG.SYS in DOS. To do this, go to the C drive by typing:

```
C:
CD\
Edit Config.sys
```

You should then look for a line that reads Device=C:\DOS\EMM386.exe (if its not there then type this in under the first line). You should then add an extra bit that will depend on which set up you require:

For EMS

The line should read:

```
Device=C:\DOS\EMM386.exe RAM
```

For XMS

The line should read:

```
Device=C:\DOS\EMM386.exe NOEMS
```

You are advised to keep the EMS setting as a default. If you have DOS 6.0 or higher you can type Memmaker at the DOS prompt and say "yes" to EMS if required or "no" if XMS is needed. Remember that some games can require up to 590k free base memory.

Boot Disk

If you are still having problems then the next step is to make a boot disk. If you are using DOS 6.0 or lower then follow the following steps:

Put a floppy in your A: drive and type:

```
Format A:/S
```

This will erase all data on the diskette so use one that is no longer needed. When the disk has finished formatting, change to your A: drive. Type the following lines at the A prompt:

```
Copy con config.sys <Enter>
Dos=High <Enter>
Device=C:\DOS\Himem.sys <Enter>
Device=C:\DOS\EMM386.exe RAM
<Enter>
```

(Or Device=C:\DOS\EMM386.exe NOEMS if XMS is required.)

Then add the lines for the sound card and CD-ROM drive in the same manner. (You can get these lines by looking at the original CONFIG.SYS on the C drive). Once finished press:

```
F6 <Enter>
```

You should see the message "1 file(s) copied." If the message does not appear, please follow the instructions again.

IMPORTANT! ONLY USE THESE INSTRUCTIONS ON THE A DRIVE

Next, type the following lines at the A: prompt:

```
Copy Con Autoexec.bat <Enter>
```

```
Prompt $p$g <Enter>
```

All sound card and CD-ROM drive lines

You can find these command lines in the AUTOEXEC.BAT on the C drive. They may look similar to this:

```
Set Blaster=A220 I5 D1 H5 P330 T6
Set Sound=C:\SB16
```

Please not that these lines may look like this. Check your own AUTOEXEC.BAT beforehand. Once you have completed this, press f6, and again you should see message "1 file(s) copied." If the message does not appear please follow the instructions again.

IMPORTANT! ONLY USE THESE INSTRUCTIONS ON THE A DRIVE

Once you have done this, with the disk in drive A, press <Ctrl> <Alt> <Delete> keys together to reboot.

Clean Boot

If you have DOS 6.2 or higher you should reboot your computer. When you get the message "Starting MS-DOS", hit the f8 key at the top of the keyboard. You will see the message "DOS will prompt you to confirm each CONFIG.SYS command". Say yes to the following lines:

```
DOS=High
Device=C:\DOS\Himem.sys
Device=C:\DOS\EMM386.exe RAM (Or NOEMS)
```

The relevant sound and CD drivers Say no to the rest of your lines until you are asked to process your AUTOEXEC.BAT. Say yes to this line and the following:

```
Prompt $p$g
Path C:\Windows; C:\DOS
```

Also say yes to all sound card and CD-ROM drivers. Say no to everything else. This should sort things out.

If you are still having problems, then give Miles a call on 0171 917 7693. (But NEVER before 11.00am.)

Important

Some of the programs on the CD are shareware, and as such are supplied as an evaluation service to our readers. If you like the programs and intend to continue using them, you should register them with the publishers concerned. In return you will receive updated versions, extra levels, junk mail and loads of other stuff (probably).

All of these CDs and HDs have been virus checked; HOWEVER, neither PC Zone, Dennis Publishing nor any associated companies can be deemed liable for any problems that may arise from using this disk.

YOU HAVE BEEN WARNED!

*Requires Windows 3.1 or higher. You should also have at least 10Mb of virtual memory.

CD-ROM Magazine Rolling Demo

In the multimedia section of the CD is some info from CD-ROM Magazine. Selecting it from the menu will install the necessary files to your hard drive and create a CDROM Magazine folder and an icon in Windows. Double click on the icon to begin.

System Requirements

386, 4Mb RAM, double-speed CD drive, SVGA, MOUSE, 8-bit sound card, Windows 3.1
Select CDROM MAGAZINE PRESENTATION from the MULTIMEDIA folder on the cover CD.

Cyberia Cafe Video

PC Zone pays a visit to one of Britain's most famous cafes. Situated in Central London, the Cyberia Caf   offers the public a chance to explore the internet and drink coffee at the same time. The "waiters" are there to lend a hand should you need it.

System Requirements

386, double-speed CD, Video for Windows
Select VIDEOS from the MULTIMEDIA folder on the cover CD.

Colin Culk goes to ECTS

PC Zone prides itself on finding out the "info that matters". Sadly, it didn't happen here. Our Colin took a look around the ECTS and learns absolutely...nothing.

System Requirements

386, double-speed CD, Video for Windows
Select VIDEOS from the MULTIMEDIA folder on the cover CD.

Off The Boards

This month's Off The Boards' programs can be found in the OFF THE BOARDS folder on the cover CD. See page 106 for details. **Z**

MACHINE SPECIFICATION

Most of the games on the CD-ROM will run comfortably on a 486SX with 4Mb RAM with a double-speed CD-ROM drive and are SoundBlaster compatible. If in doubt, consult the README.TXT file in the game directory.

Some of the more graphically demanding games may require a faster processor and 8Mb RAM to run satisfactorily, though you may be able to get them to work on a slower machine by adjusting the detail levels.

Please be aware that different games require different memory setups. For details on how to configure your machine correctly consult the **HELP!** section or ring the reader helpline.



Blueprint

Apache Longbow

PUBLISHER: Digital Integration

PRICE: TBA

TELEPHONE: 01276 684959

RELEASE DATE: Out now

The follow-up to *Tornado* has been a long time coming, but DI is sure that this is going to be to helicopters what the big "T" was to aeroplanes. We let **Simon Bradley** have a look at it for two reasons. Firstly he knows all about flying stuff, and secondly... he's flown one.



(Above) This power station looks very similar to those found in *Tornado*.

(Right) The quality of the SVGA visuals in *Apache Longbow* is simply stunning.



DIGITAL INTEGRATION is, in case you'd forgotten, the softie that who brought us the delights of *Tornado*.

Tornado was a fine flight simulator, which managed to combine the flight model from heaven with the learning curve from hell, and threw in the sort of workload that made you wish you were back in the office. But, it was (and indeed still is) one of the best "real" simulators on the market, and stood up well against all comers.

There were two real limitations that *Tornado* brought along to the party, though. The first was a lack of multiplayer options, and the second was distinctly second generation graphics, complete with triangular hills and the like.

DI's latest offering, *Apache Longbow*, appears to have addressed at least some of the criticisms that were aimed at its illustrious predecessor. Although we have yet to get our sticky mitts on the whole thing (or even an interactive demo), what DI have produced so far is really bloody impressive.

It's not Comanche, but...

Graphically, *Apache Longbow* is still no *Comanche*, but as you can see from the screen shots, there is really little to moan about. Although the Longbow is too sensitive to

allow the likes of me anywhere near it, the cockpit graphics are satisfyingly close to the original Apache to convince me that DI has done its homework properly. Looking at the grabs, the level of detail in the cockpit displays (especially the FLIR) is excellent, without making it too unrealistic. The ground is sufficiently well done to make the it all pleasing to the eye. But I have to raise a question over how it will look when you get really low, which is when any weaknesses will show up. Having said that, so far I'll give it a guarded thumbs up.

Loads a players

Networking, though, is a real strong point here. DI claim that up to 16 players will be able to be involved, although the exact details of this are yet to be confirmed. The ideal, of course, would be to have the capability of networking the pilot and gunner to have a real two-man crew. Especially if it will support a VR headset. Imagine the opportunities for selling dummy cockpit pods to really sad individuals with lots of space. Apart from that, though, just think

how good it could be to have eight helos with 16 crew (pilot and gunner) working together on combined missions... Well, we can but hope.

Reality bits

Okay, let's talk about flight. As I said earlier, we have yet to get hold of an interactive demo, and it's difficult to tell how the cab flies from screen shots alone. But what I can say is that, as far as realistic flight goes, the best helicopter simulator currently available is a £3.99 special called "Merlin" by, guess who, Digital Integration. And *Tornado* was almost too realistic for its own good, so I don't have too many worries on the realism front.

Needless to say, all this realism and flash graphics carries a penalty. You know what's coming next, don't you. DI reckon that this will run on a 486/25, but recommend a P90. What this means in reality is that you'll get graphics from the original Apache (ie none) and more jerks than the Senate on a bad day. It will not be fun, folks, and you will hate it. So I would earnestly say that if you



(Above) The terrain has been seriously enhanced and now has a more realistic appearance.

(Left) Eat rancid horrible death.





though, because if DI have kept it realistic all the way through then you're toast if you meet one.

Exciting or what?

To sum up, I reckon that *Apache Longbow* will be one of the most exciting sims on the market for dedicated wannabe pilots. I don't think it will really appeal to the *Comanche* fan, because it will fly properly and probably won't look as nice. It will probably fly just like the real thing, and despite the fact that DI have included a "quickstart" option it will have a learning curve like *Mont Blanc* and a manual that'd make a reasonable coffee table. It won't be easy, but nothing worthwhile ever is.

I have reservations about some of the claims made because I am a cynical sort of chap, but if this is half as good as DI claim then it will be worth having. Hopefully, it will be compatible with the *Hind* simulator currently on the cards for release at the end of the year, so you will then be able to network the two together and have a real airborne blastfest (as the *Doom*-heads in the office would say). Watch this space for a full review as soon as we get the disk. **Z**

(Above) Sorry. Just a cut scene. Nice though, innit?

Super 'copters

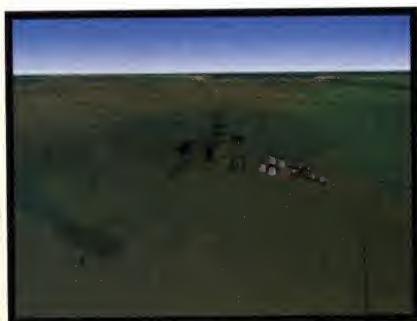
As far as the real aircraft goes, the Longbow is a stretched and uprated Apache with a high-resolution radar unit mounted on top of the rotor mast. The result is an all-weather attack helicopter which can deal with armour and soft targets in fog, rain, snow, smoke and so on. At the moment, it is front runner in the contest to supply Her Majesty's Government with a bunch of new anti tank choppers. Personally, I think the Ka-50 is a better aircraft and would save you, the taxpayer, about £2 million per unit, but I'm only a pilot so what do I know?

Anyway, *Apache Longbow* will give you the opportunity to check it out for yourself, and will certainly include the new radar-guided Hellfire missile (the earlier ones were laser guided) as well as all your old favourites. Watch out for Werewolves,

haven't got at least a DX2/66 then this will be a deeply unrewarding experience which is probably best avoided. When we get the real one, I would be delighted to tell you that I am wrong. In print. And I'll buy the folk at DI a pint to apologise. But I reckon that my wallet is safe.

Network pain – again

When it comes to networking, I hope that the game relies on some sort of DOS extender like *Doom* and so on, because if you need huge chunks of base memory then network drivers start to become a real problem, particularly if you use some sound cards that come with humungous drivers of their own as well. Even old stagers, like *Falcon 3*, can be a problem, even on a standalone basis unless you use QEMM or something similar because of their hunger for base memory.



THE INFAMOUS BACK-HANDER...

Make no mistake, this is the most tempting 'bung' any prospective manager can get their hands on.

[illegible]

Premier Manager 3 enters a different league. Now, you can customize and change the game to your heart's content – from the manager's name and different player skills, to shifting divisions and

[illegible]

**PREMIER
MULTI-EDIT**

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No wonder the competition's as sick as the proverbial parrot.

[illegible]

Gremlin
INTERACTIVE

Blueprint

Z

The Bitmap Brothers' new strategic shoot 'em up looks like being yet another winner for the prolific development team. **Chris Anderson** investigates.

PUBLISHER: Warner Interactive

PRICE: Tba

TELEPHONE: 0171 391 4300

RELEASE DATE: September



IS WITHOUT a doubt the most ambitious project the Bitmap team has ever worked on. It will come as no surprise then, that the game has been kept a "secret" from the industry right from its conception. Even the game's title was deliberately contrived to prevent the press from guessing what it was all about.

Z was unveiled at the recent ECTS show, and if Renegade shrouded the game in mystery in the hope that its first showing would have the maximum impact, its plan has certainly worked. It would not be an exaggeration to say that we were completely blown away by what we saw?

Simply the best

It is often said that the best games are the simple ones, and Z has to be one of the strongest arguments for that concept we've ever seen. Simply put, Z is a real-time, action-packed strategy game, in which you control a sizeable army of robots over vast landscapes in an attempt to either capture your opponent's fort, take over all the territories in the level, or simply blow your opponent

into tiny pieces. That's the general gist of the game, but, of course, there's a lot more to it...

Although the emphasis in the game is placed firmly on action, there is also a strong strategy



element. There are five different planets in Z, each of which is divided into zones (ie levels), and these are then split up into neutral territories. The player's task is to compete with the computer to gain control of all the territories (sort of Risk style).

There are different robot types, all with varying strengths and weaknesses. Some of them are intelligent, and so can usually be relied upon to do the right thing in a tricky situation. Others are just "tough dudes". They drink, they smoke, and they kick the shit out of everything they come across.

Throughout each level you will be battling to gain control of gun emplacements, rocket launchers, enemy tanks (you can shoot their robot general and take control of their tanks) and, of course, you have factories so that you can build all this stuff yourself. Add to the equation the fact that

different robots behave differently in the vehicles, and suddenly it doesn't sound so simple after all, does it?

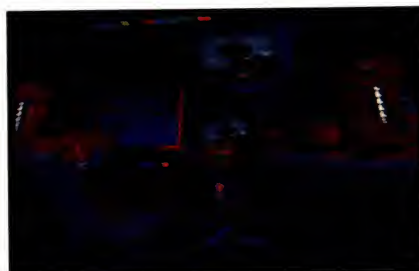
In yer face

This, however, doesn't mean that the strategy element quickly becomes overwhelming. The Bitmap peeps have gone to great lengths to ensure the interface is as intuitive and easy to access as possible. What they set out to achieve is a fast-paced, point-and-click action game with oodles of neat features, and, from what we've seen, it looks as though they've succeeded.

We watched Eric Matthews (the game's designer) going through a few of the levels, and the number of actions he could perform with consummate ease was quite unbelievable. Everything can be done by simply pointing at the unit you want to



(Right) A psycho robot. And they're well hard geezers, they are.





(Left) Cyborg Spacial Brew. Oh ho ho ho. Oh stop, you're killing me.

(Below left) An end-of-level shot with things blowing up impressively.



command and clicking where you want it to go. This sort of thing has all been done before to some extent in *Dune 2*, one of the best strategy games ever to grace a PC.

However, there are some important differences between the two games. For a start, *Dune 2* was released some time ago and so, as you would expect, Z knocks spots off it in the graphics department. Also, as Eric Matthews kindly pointed out, *Dune 2* is a mission-based game whereas Z is a sort of chaotic free-for-all.

One game that may have Z looking over its metaphorical shoulder, though, is *Command And Conquer*, the unofficial sequel to *Dune 2*. It has to be said that, even at this

early stage of its development, *Command And Conquer* is sporting graphics to die for, and a much better game engine than the original *Dune 2* game. Nevertheless, Z offers

"My money's on Z taking all the accolades in any head-to-head confrontation with Command And Conquer."

the player better control over how the game develops, wildly unpredictable gameplay, and has the added distinction of coming from a development team with a hugely impressive back catalogue. So for what it's worth, my money's on Z taking all the accolades in any head-to-head confrontation between the two games.

Z looks like the best thing Bitmap has done to date and should go straight on the wishlist of all strategy fans when it's released in September. **Z**



(Left) *Dune 2* type vehicle building ahoy. (Right) Two former Bitmap hits: *The Chaos Engine* and *Speedball 2*.

The success story continues

The Bitmap Brothers is one of the few development teams that can honestly put its hand on its heart and say, it has never come up with a crap PC game".

The team's first effort on the PC was *Xenon*, which looks a bit basic now, but was an excellent shoot 'em up in its day. The first Bitmap game to cause a real stir on the PC, however, was the sequel to *Xenon* – *Xenon 2 Mega-blast*. This is still widely regarded as one of the best shoot 'em ups on the PC, ever. It was the first game to use the Bitmaps own inimitable graphic style and it's still a treat to look at even now.

Not happy with setting a new standard for PC shoot 'em ups, the Bitmap boys then went on to produce *Speedball 2*, a superb futuristic sports sim which was incredibly addictive. Just when it seemed Bitmap must surely be running out of ideas, it turned its attention to platform games and came up with *Gods*, which, for my money at least, still has no equals in the PC platform stakes. *Magic Pockets*, another excellent platformer, followed, and, while some people were slightly put off by the "cutesyness" of the graphics, most were taken in by the addictive gameplay and inventiveness of the game design. The team's last PC release was *Chaos Engine*, a very simple but highly addictive shoot 'em up, which came just in time for PC-owning arcade fans who complained there weren't enough action games for their machine.

Looking at this impressive back catalogue, it seems Bitmap can turn its hands to almost any kind of game and do no wrong. Z is the team's first attempt at a strategy game and from what we've seen, Bitmap's incredible success story won't end here.



Blueprint

CyberJudas

PUBLISHER: Empire Interactive

PRICE: Tba

TELEPHONE: 0181 343 7447

RELEASE DATE: June

(Below) A rendered political geezer complete with Armani suit and sad hair-do.



H

OW MANY of you remember a game from a while back called *Shadow President* which was developed by a little-known development team called DC True?

Some of you may, but there's a very good chance that it may have slipped a lot of you by. Rest assured it was quite good, but it never really made an impact. Why is this important? Well, this is the sequel. There you go, history lesson over...

...On to the game

Basically, the idea behind the game is that you are the president of the USA. When push comes to shove, this makes you possibly the most powerful man on earth and you are quite spectacularly armed with money, weapons and "influence". Gathered around you are your minions from the various governmental organisations, such as the CIA, and everything would be completely hunky-dory if presidential life was trundling along as normal. Unfortunately, it's not. For not only do you have the political balance of the globe on your hands, you are now faced with the possibility that one of your most trusted compatriots is actually a stinking, rotten cheat and a liar, too. Someone on your team is a baddy and you've got to wink him out.

A broad view

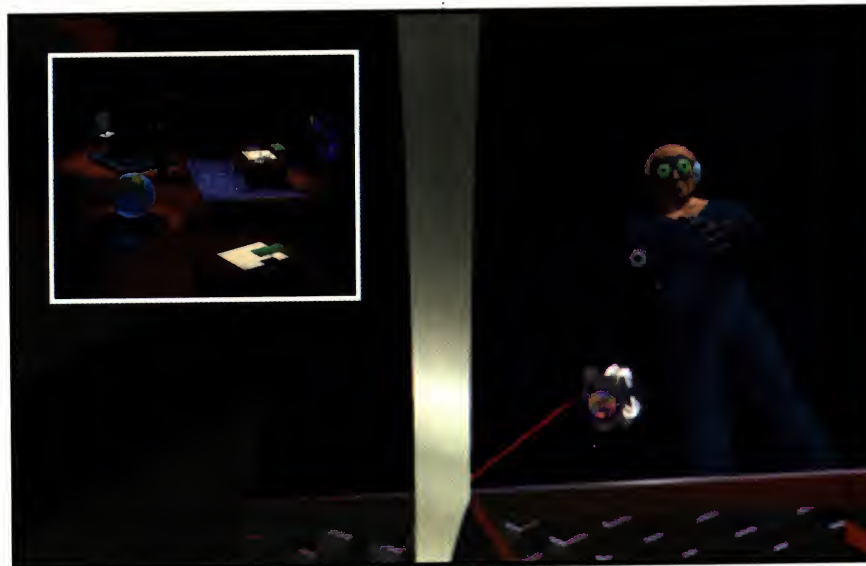
The best way to describe *CyberJudas* is as a sort of role-playing strategy game. The team behind the product has been extremely picky in the way it has put things together and the whole thing is constructed very much like a president simulator. From what we've seen of the game so far it would appear that when you start playing, you sort of "jack in" to a Cyber-president environment and control everything from a pseudo VR point-and-click interface thingy.

Empire is about to plunge into the wheelings and dealings of international politics. **John Davison** takes a look and tries very hard not to say anything even remotely libellous about any of the world's esteemed leaders.

(Below) Lots of very stiff people sitting behind those funny green lamps that you get in libraries. Or is it just the canteen?



Using this interface you can access pretty much everything that you would expect a president to be able to access. You can pull files on certain world leaders, instigate trade agreements, authorise assassinations or even declare war (with everything from land attacks to nuclear strikes featured). All of your



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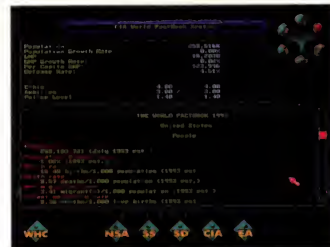
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(Right) Get all kinds of juicy gossip on pretty much any major political figure in the entire world.



actions affects your political position and your standing in the opinion polls. If you want to stay in power, you not only need to keep the potential assassins and political backstabbers off your back, but you also have to remain a true "big smile" style president in the eyes of the electorate. This, of course, is only relevant if you want to play the game properly. If, however, you feel a desperate urge to nuke the buggery out of some where like, er, say, France, then you can do so with ease. You won't last long, but it's lots of fun.

Goodies Galore

On the techie front it's worth quickly mentioning that the whole thing has been rendered using the obligatory SGI workstation approach, and it all comes on CD and features oodles of speech and nice sampled sound effects.

On the fancy programming front DC

True assures us that there is an extremely advanced artificial AI employed throughout and a great deal of attention has been paid to the behavioural elements of the numerous characters you encounter. For example, body language is very important

throughout the game and is a good way of judging each of the characters.

Just so long as all goes according to plan things should be finished very soon and we'll be able to bring you a full review in a couple of months. **EZ**



Who The Bloody Hell Are DC True?

DC True's flagship product is *CyberJudas* – the presidential decision-making, virtual reality simulation of global politics and decision-making. DC True's concept for virtual reality shifts the focus from sensory to decision-making simulations.

Robin Antonick

Robin Antonick is the founder, president, and chief executive officer of DC True, Ltd. He has overall responsibility for the performance of the company and oversees all operations, including primary responsibility for product development.

A leading software developer, Robin has been in the computer game industry for nearly a decade. He was the

designer and developer of John Madden Football, which was a number one hit, selling in excess of 150,000 units.

Charlie Athanas

Charlie Athanas is responsible for the design and production of all software graphics and visuals, as well as product and promotional materials. His creativity and visual sense define the look of DC True.

An internationally-acclaimed computer graphic illustrator, animator and art director, Charlie's work often serves as an example of leading-edge computer art. He was also an artist for SHATTER, the first computer-generated comic book. His computer graphics print and animation work was most recently exhibited at the Second Annual All Elvis Art Show at the World Tattoo Gallery in Chicago. Where else, eh?

Brad Stock

Brad Stock is the subject expert and a principle designer for the *CyberJudas* project. An innovative political scientist, Brad is currently lecturing in the International Security Studies Program at the Fletcher School of Law and Diplomacy at Tufts University. Brad earned his PhD with his thesis on Strategy, Ethics and Foreign Policy, which forms the basis for the *CyberJudas* simulation of Presidential world power. He has also briefed the US State Department to aid in NATO strategic development.

Prior to undertaking his doctoral work, Brad was a senior Gaming Designer for Parker Brothers and was responsible for development of games, such as *James Bond*, *Dune*, *Spiderman* and *The Star Wars* role-playing game. Brad, as you can probably tell, is quite evidently very intelligent.

Glenn Doren

Glenn Doren is the lead software engineer for the premiere CD-ROM product, *CyberJudas*. Although this is his professional debut, Glenn has been heavily involved in computer simulation design for close to ten years, four of those years at University for a BSc degree in Mathematics and Computer Science, specialising in the study of Artificial Intelligence and Simulation Design. Just like his colleague Brad, Glen is also an esteemed brain-box and all-round good egg.

Steve Pickering

Steve is the artistic director at the Next Theatre Company in Evanston, Illinois, and is in charge of the script, dialogue and character design for *CyberJudas*. His theatrical history is huge, adapting Clive Barker's *In The Flesh* and John W. Campbell's *Who Goes There?* Steve has also appeared in numerous theatre productions. His design work includes the costumes for Animal Farm and *In The Flesh*. He's also directed Any Place But Here.

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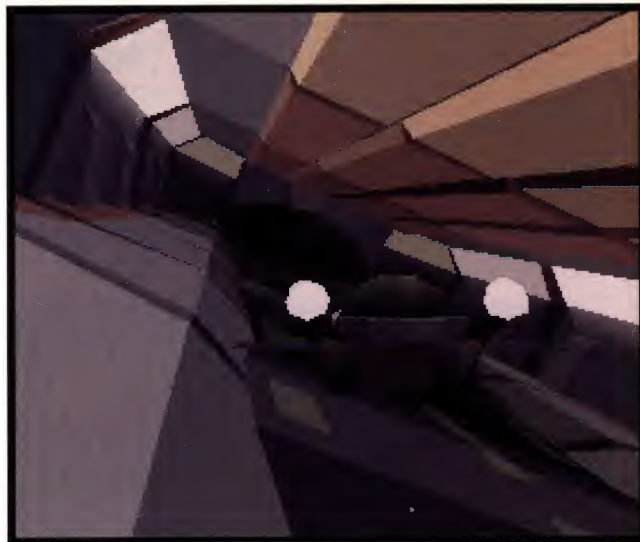
Darker Side of the Moon

PUBLISHER: Psygnosis

PRICE: TBA

TELEPHONE: 0151 709 5755

RELEASE DATE: June



Paul Rigby talks to **Jason Brooke** about his VR-ready, 3D, mission-based project, which is due for release by **Psygnosis**.

(Below) Twisting and turning like a twisty-turny thing. (Copyright Crap Captions Inc. 1995.)



Never mind:- They haven't got any weapons at all!

J

ASON BROOKE may not be a name that immediately springs to mind during your morning contemplation and corn flakes, but this is a man who's been doing solid work, quietly and efficiently, within the computer scene for a good number of years.

During the heady 8-bit days, Jason worked with Binary Designs. He wrote *Miami Dice*, *Death Com* and *Feud*. He also teamed up for a short period with music impresario, Dave Whittaker, as part of a company to generate music for games for practically every single games format around. He then went on to Zippo Games, which produced titles for those console specialists, Rare. Eventually, Jason decided to go it alone. His first major title was for Runcorn-based, Digital Image Design, the conversion of *Retaliator* for the PC. This project was more than a mere port, though, for it took Jason over 18 months to do and, in effect, was a highly upgraded version of the original game.

For the last three and a half years Jason has been working on *Darker Side of the Moon* (*Darker*). A long time for a game, sure, but one of the reasons for this, apart from ensuring the public gets a great game, of course, is that Jason has constantly tried to keep pace with the latest technology. Very difficult. These days it seems to be that programmers only have to spend an extra five minutes in the loo, only to be confronted

with yet another new PC standard the user "must have", when they arrive back at their desk. Hence, *Darker* started development on a 286 and is currently sitting on a 486.

Problems, problems

The problems with graphics cards and sound cards have proved to be quite a nightmare, but it appears that everything has now settled down (well, sort of). The protracted development may be a reason why *Darker* appears to be so techi-friendly. For example, whether you own a 486 or a

386, your PC will automatically optimise the game to the add-ons you have. A faster machine will not make the game run any faster, but it will ensure that the graphics display is more fluid.

Auto-optimisation is an extremely welcome feature in a PC world that requires its users to be "tweak experts".

Darker is the culmination of many years of wanting to write a very special 3D game, which encompasses a career of mounting ideas. Jason Brooke described the plot...

...And this is how it goes

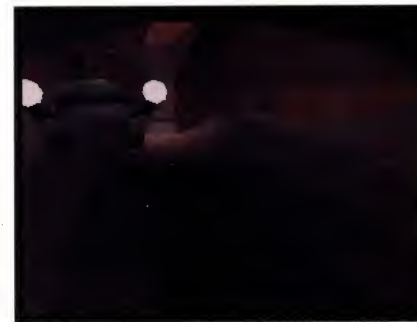
"Based on a futuristic planet, you take control of a number of differing craft in a multiple-mission game. There are two sides to the planet - two different races. One, the Delphi, whose side of the planet has always been in total darkness, and the other side, the Halons, who once had light, but messed up and are now also in total darkness."

"Up until the disastrous events that over-

"...whether you own a 486 or a 386, your PC will automatically optimise the game to the add-ons you have."



And this is how it goes





(Left) This definitely reminds me of something...

(Below) All-round top geezer and bearer of one of the cheesiest-looking grins around is Jason Brooke... the guy behind Darker.



took the Halons the relationship between the two sides was fine. Previously, it was a good life in the Halon sector because the government rewarded the people with "craft", which looked a bit like a family car. However, when things went wrong, the people started to do their own thing and broke the rules – one being to transgress to the Delphi section."

"You assume the role of a Delphi character and find that your environment is being overridden by the invaders from the other side, who steal and pillage. The technology in your world is quite advanced and the landscape is littered with energy beacons which charge your craft and keep them airborne through the energy they emit. So, in effect, you have always been limited to flying within the zone you live."

"The conflict, and hence the basis for the game itself, starts when these beacons and buildings are targeted by the enemy."

"The beauty of the game," continued Jason, "apart from having a number of varying objectives, (like flying an assortment of craft, all with varied weapons that you must learn to use when you move to the other side of the planet), is that you have a completely new environment, which

gives the game a broader feel and portrays a different immersive experience. Once there, there are more craft and many other assorted arrays of weapons, which conjures up a completely different game. We have tried to utilise the three-dimensional effect to its full potential and have also added film sequences and cut scenes. We've made sure that these sequences are not there just for a cosmetic purpose. There will be no excess disk accesses – the game itself is the most important feature. There is nothing more frustrating than having to wait for disk loading when you want to keep playing. It really is a fine balance that we have worked on."

"The craft you fly are not like the ones from a full-blown sim, so they don't require the player to have the high technical proficiency that would normally be required, but, saying that, things are not easy and there is a lot to do. The actual flight model is very sophisticated in its feel, its aerodynamics and the way it flies."

State-of-the-art stuff

The graphical display encompasses all the current state-of-the-art features, such as light sourcing, Gouraud shading and poly-

gons. Jason is extremely pleased with some of the effects. For instance, the beacons glow and illuminate only the surrounding area. The detail becomes clearer as you move towards an area that is lit.

Darker Side of the Moon is, as the name suggests, a very moody-looking program, which is exquisitely conveyed by the varying light and graphical differences.

VR Arriv...?

Not only does *Darker* sound interesting in itself, but this interest is heightened even further by an additional feature, which will please all closet VR enthusiasts. Psygnosis has announced that the game will incorporate a patch to enable it to work with the VFX Virtual Reality headset. This gives the game an even more appealing and immersive feel. Jason justified the use of the VFX helmet. Initially, just like many other developers in the industry, he thought that the VFX was "nowt but a gimmick". However, when you don the helmet and start tracking left and right, it really does enhance the gameplay.

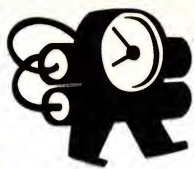
With a Gravis PC game pad, a macho sound card, plus the helmet, you have your very own VR world. **FX**



(Left) Although superficially the polygons look nothing special, they are actually quite complex structures.

(Right) Many of the structures are actually very large indeed and require a great deal of skill to navigate.





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Action Soccer

PUBLISHER: Ubisoft

PRICE: Tba

TELEPHONE: 0181 941 4004

RELEASE DATE: July



(Above right) My defenders kindly run the other way while the opposition pop the ball into the net.

(Right) Well Brian, Action Soccer looks great but there's still a long way to go yet.



Chris Anderson at last finds a French PC game that isn't weird. Well, not very, anyway.

WHATEVER YOUR thoughts are on FIFA Soccer (personally I think it's dull as hell and plays by itself), it's certainly influencing the way software houses are designing their footie games. *Sensible World of Soccer*, when it finally makes it way on to the PC platform, will have an alternative viewpoint based on the FIFA game, and the viewpoints in *Action Soccer* also bear a spooky resemblance to FIFA. The gameplay is pretty similar, too, in as much as you run about with the ball stuck to your foot and don't really have to do much with the players to play the shots you want. Rounding off the general FIFA-ness of the product, there's even a live commentary by "noted" soccer commentator Jonathan Pearce. We prefer Jonathan's OTT delivery to Tony

Gubba's in FIFA. He gets very excited indeed whenever anything happens (we thought he was going to have a hernia at one point).

A game of two halves

However, one thing *Action Soccer* has that FIFA doesn't is a sense of humour. When someone scores, the players leap about wildly and do silly little dances in the way only French people can (they don't jump over fences anymore, though). Generally, all the animations are pretty smart. The player graphics are crisp, the sprites are very big and the players perform all sorts of little tricks, like backheels, overhead kicks and impressive volleys. There's a zoom feature for goal-kicks, throw-ins etc (with a close-up of the scene just before the action starts). You can play using a 2D viewpoint, which looks quite flash, but doesn't help much if

you want to see what's going on. Or a 3D isometric viewpoint, which still looks cool and has the added advantage of allowing you to see more of the pitch, so you can see where you're kicking the ball.

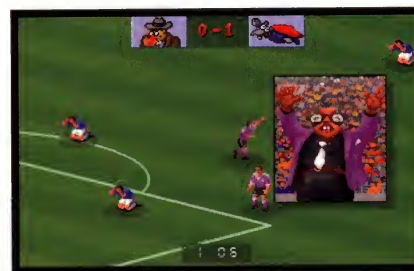
The crowd sounds are quite realistic and the game has all the features you would expect from a modern footie game extravaganza, such as action replays, a choice of weather conditions, original CD music, ten team formations and three strategies, and a team editor (although you have to shell out to DOS to use it).

Come on you lads

There are a couple of things that need to be sorted out, though. The game ran very slow, even on a Pentium 90, almost to the point that it became unplayable. The AI of the players is a bit suspect, too. When you get them to pass the ball, they almost always pass it to whoever is right beside them, when there's usually someone further down the pitch in a more advantageous position. Another problem is, whoever programmed the game obviously doesn't know that goalkeepers aren't allowed to pick up the ball when it's been passed to them by their own players.

Obviously the version we saw wasn't finished, but these niggles (especially the problem with the speed) need to be sorted out if *Action Soccer* is going to stand any chance of ousting the mighty *Sensible Soccer* from its position of number one God-like footie classic. Let's hope the programmers adjust these problems for the finished product, because with the excellent graphics and superb animation in the game, *Action Soccer* deserves a place at the top of the footie game ladder. Look out for a full review in next month's issue. **Z**

(Right) Check out the skills of the different teams before deciding which one to play with.



Comanche v Werewolf

PUBLISHER: US Gold

PRICE: TBA

TELEPHONE: 0121 606 1800

RELEASE DATE: September

The Comanche were a ferocious Red Indian tribe, famous for pioneering extremely short hair cuts. A Werewolf is a hairy, howlin' cross-breed with a penchant for young virgins. "What an odd scenario for a beat 'em up" mused a rather perturbed **Jeremy Wells**. No one told him it was the latest action-packed head-to-head, chopper blaster from NovaLogic.

THERE'S ALWAYS a little niggle in the back of my mind – next to the clumping of grey matter that is usually reserved for those dreams of an "adult nature" and small furry creatures – that gets just a little bit bigger (and scratchy) when the game *Comanche* is mentioned in passing conversation.

It's not that, I hasten to add, I talk and indeed think about *Comanche* more than anyone else. Well, not that much more, I mean I have to think and talk about it sometimes, it's my job. But, I distinctly remember when the game first came in for review, reading some rather worrying information that was printed on the box. On the back, right at the bottom, in one of the corners, next to an in-game screenshot that quite handsomely displayed the reflective water and 3D weather model, in smallish, bold type, read the following:

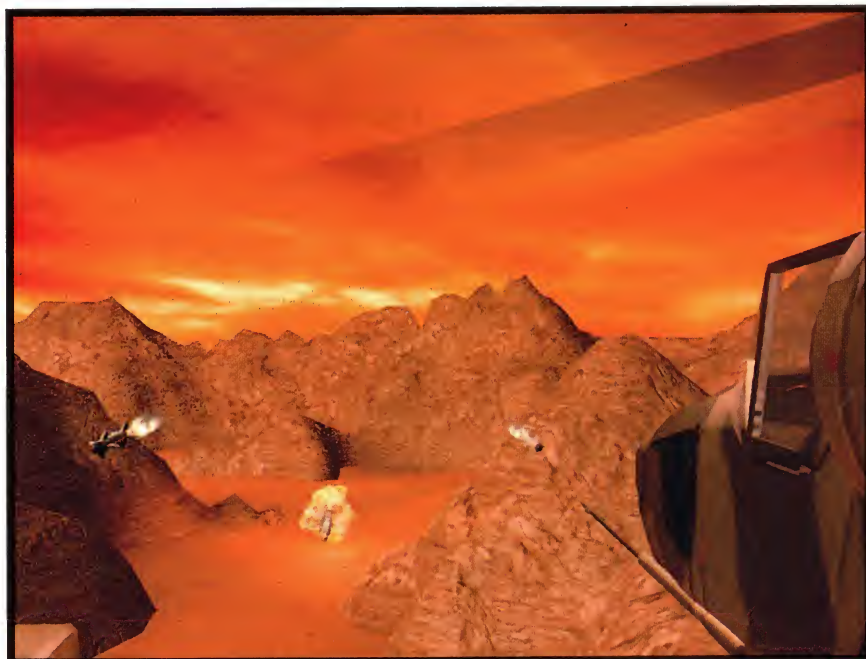
*Manual packed with military secrets
by a top defense expert*

You can imagine my concern. What on earth were NovaLogic thinking of, sticking such a thing on the box of a computer game? Had I inadvertently stumbled across an international spy ring, I wondered? Was this some cunning way of leaking international secrets across heavily guarded borders, hatched by the CIA, the KGB, or heaven forbid, the MI5?

Manual dexterity

I clearly remember tearing open the box, sweat pouring from my furrowed brow, and frantically leafing through the smart, grey booklet (which, incidentally, contained some of the worst scans of a CH Flightstick

(Right) Both games are packed with the most gorgeous cut scenes you're ever likely to come across on the PC to date. Fabbo intro too!



ever printed) in an effort to ascertain the exact nature of the military secrets published wherein.

It took me a good half an hour to read through the manual. And then another half an hour to read it all again, this time looking between the lines, carefully examining the spine for traces of microfilm, trying to split each page and staring at the blurry dotted images for any sign of a hidden message.

"Players can opt to fly either the Comanche or the Werewolf, and play head-to-head against each other..."

Sadly, all to no avail. No military secrets (unless, of course, they were in some clever code) could be gleaned from within the

manual. In fact, the only message that could be construed from the weighty tomb was that *Comanche* was the best helicopter combat sim ever developed, and that

if ever a nasty, bullish dictator

with too much facial hair was foolhardy enough to ever contemplate engaging in any kind of military fracas with the mighty

(Right) Spot the difference between the cockpits and award yourself a gold star. Both choppers handle differently and make use of the latest technology when it comes to weapons and radar.



(Right and below) Don't just look at these screen shots and go "wow". Marvel at the wonderful explosions and the translucent smoke!

U.S. of A, they would immediately be sent packing, not with their tails between their legs, but shoved firmly up their arses, by Uncle Sam and his God-like airforce.

In short, the tone of the manual was imbued with so much American self-righteous bravado that it made the entire script of the movie *Top Gun* seem like a piece of cleverly crafted McCarthyism. If this "defense helicopter expert" had any military secrets to reveal, it was simply that those pesky pinkish enemies of the greatest nation on earth had better watch out, because the Comanche combat helicopter is not only "the most agile and powerful fighter ever fielded", it is also American, so there!

Better dead than read

It would seem rather curious, therefore, that NovaLogic has decided to produce a similar helicopter combat game based on the Russian KA-50 Kamov Hokum (known to its friends simply as the Werewolf) after such a vitriolic rant about how nothing was a match for the glorious Comanche. And it would seem even curiously (if I could borrow the phrase from Alice) that the NovaLogic team decided to spend a considerable amount of time (and presumably, effort) on developing yet another combat sim, whose star performer is about as effective as a sparrow with a spud gun when pitted against one of Uncle Sam's Comanches in a combat situation. And still not content, they then go and build a whole new game around this rather frail scenario, pitching it as the head-to-head clash of the century, when it is, in fact, more reminiscent of a recent premier league match that featured both Man United and Ipswich Town.

One was left to consider but a few options: either a) this was going to be just a tad one-sided and therefore completely crap and a complete waste of time, or b) NovaLogic and, indeed, the "expert" who penned the manual that accompanied *Comanche*, suffered from a bout of severe national pride at the time of writing, and over did it a bit when it came to singing the praises of a certain attack helicopter of American origin. This unfortunate nationalistic *faux pas* also prevented the collective authors



from revealing that there is, in existence, a Russian-built helicopter which was equally, if not better, equipped to counter anything the U.S. Comanche might feel inclined to throw at it. Not only that, but it is also considered by less subjective people "in the know" to be more manoeuvrable, better equipped and infinitely better looking than anything Uncle Sam has tucked away up his military sleeve. A cunning in-bred instinct and a concise understanding of American culture (albeit entirely based on war films of the '70s and '80s) led me to believe that the latter explanation was probably closer to the truth.

NovaLogic know-how

So, is *Comanche v Werewolf* going to be the sort of game you play head-to-head with your little brother when you're feeling a bit down and want to give someone a bit of a toasting? You know the scenario: "Here Johnny, let's play this brilliant new helicopter combat game. I'll be the Comanche - you can be the Werewolf!" And then spend the next half an hour giving him a thorough caning as your super chopper runs rings around his redundant Ruskie rotor machine from the planet



Sycamore leaf. Well, errh - No. You see, NovaLogic are keen to point out that although the Comanche is considered to be better equipped to deal with certain situations, the Werewolf, with its twin main rotors and technically superior weapon system is one tough cookie when it comes to air to air combat, and that's what *Comanche v Werewolf* is all about. (No shit, Sherlock!)

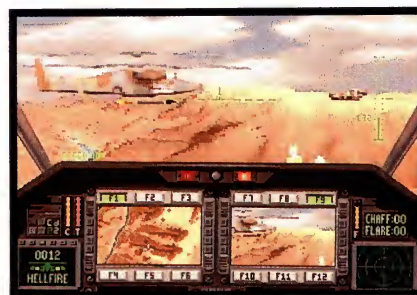
Two for one, double the fun!

NovaLogic know that it's much more fun flying against a "living" pilot over a serial link or network, and this is why it is releasing the game as a double combo package - two games on two CD's - for the price of one game. Players can opt to fly either the Comanche or the Werewolf, and play head-to-head against each other, or as a team and take on the computer-controlled forces.

What's more, both games use an enhanced graphics and games engine (NovaLogic has brought *Comanche* bang up to date and included all the original missions, as well as a few new ones), whilst *Werewolf* features a dedicated flight model so that it handles differently to the Comanche; a heap of missions; and some rather impressive effects which are similar to those featured in the land-based *Armored Fist*, such as translucent smoke, flying debris, as well as some rather awesome cut scenes.

In other words, it's not a cash-in by any stretch of the imagination, but a cunning way of bringing a good original product up to date, adding some improved technical niceties and heaps more gameplay.

A far cry from the mission disc rip off of last year. Let's just hope the manual's not covered in blueberry pie. [Z](#)



(Left) Both games make use of an enhanced game and graphics engine to keep it all smooth and fast.

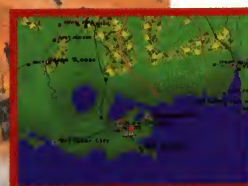
(Right) Yet another cut scene. You just can't get enough of a good thing, can you?



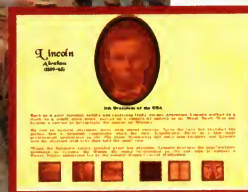
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PC ZONE



Games reviews are what **PC ZONE** is all about, and over the next 100 or so pages you'll find loads! All games receive an overall mark out of 100 and are scored according to the following guidelines:

90+ (PCZONE Classic)

Highly-original idea, expertly executed, utterly flawless in all departments and oozing long-term playability.

80-89 (PCZONE Recommended)

High degree of originality and extremely well executed in all but one department.

70-79

Strong idea and well executed, though not necessarily very original. Weaknesses do not impair playability and it has a reasonably long life.

60-69

Adequate. Games falling into the "If you like this style of game you'll like this, if not you won't" category.

50-59

Seen it all before. Take it or leave it. Not a terrible game, but definitely not exactly fab either.

40-49

Dodgy but playable (probably only once).

39 & Below

Seriously weak – avoid at all costs!

Specs Box

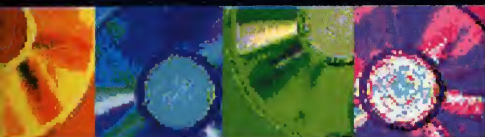
Check out the Specs Box for a guideline as to what memory, graphic and sound support you will need to run the game, and if you're still not sure what we're on about the In Perspective box should give you an idea as to how the game compares with others of its genre.

WHAT'S IN OUR DISK CADDIES?

Some PC games get played, others get nicked, some get binned. Here's what's on our hard drives/ in our disk caddies this month:

Star Trek: TNG
Doom II (still!)
Warriors
Panzer General
Sensible Soccer
X-COM
Magic Carpet

- 52 STAR TREK: THE NEXT GENERATION – A FINAL UNITY
- 59 SUPER STREETFIGHTER II
- 63 HARBALL 4
- 64 PYROTECHNICA
- 66 FLIGHT OF THE AMAZON QUEEN
- 68 BLIND DATE
- 70 SLIPSTREAM 2000
- 72 WARRIORS
- 74 FULL THROTTLE
- 84 PSYCHO PINBALL
- 86 MAGIC CARPET – HIDDEN WORLDS
- 91 HIGH SEAS TRADER
- 94 TICONDEROGA



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Star Trek: The Next Generation "A Final Unity"

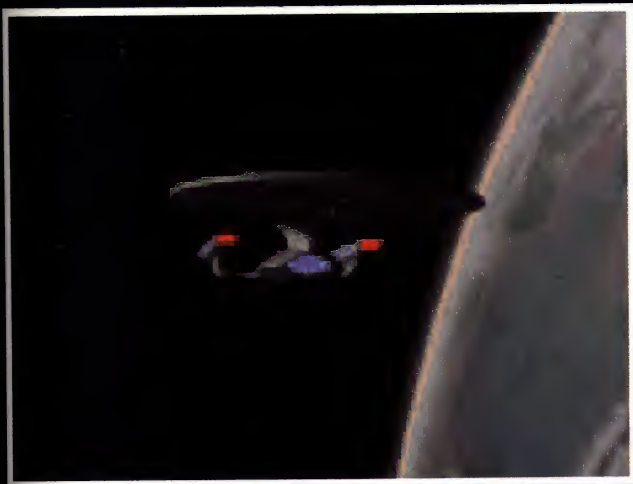
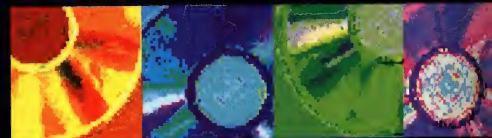
INFORMATIVE INTRO

Seven years after the series started, two years after it ended, and six months after the film, MicroProse is finally set to release a *Star Trek: The Next Generation* interactive adventure game. The TrekMaster™ himself, David McCandless, checks it out.

AMUSING "JOKE" INTRO*

After years of *baldly* going where no man has gone before, Captain Jean Luc Picard and his *crew (cut)* have finally been *replicated* on PC CD-ROM in the form of Final Unity. *Khan* MicroProse do justice to this fab of fab TV programs? Does Spectrum Holobyte have enough *Enterprise* to *Klingon* to the plotlines? Or will he end up as a bit of the *Captain's Log*? David "TrekMaster" McCandless beams down and sees.

*italicised puns copyright © every other PC magazine who will review this



(far left) The Enterprise NCC-1701-D in standard orbit. Cut scenes can be played in a hi-res window or viewed in "double pixel" mode for full-screen, head-on movie action.

(left) Later missions lead to mysterious jungle worlds inhabited by big apes (and that).



IF YOU'VE NEVER heard the phrase "phase inhibitor" before, then you'd better turn over now. If you thought the crash sequence in *Generations* was a little "Thunderbirds" – maybe it's best you skip the next six pages. And if you have never had a dream in which Marina Sirtis did funny things to you with kitchen utensils – get out of it. We are about to enter pure, distilled, 112 per cent-proof Trek heaven.

However, before we venture into the main part of this review, I would like to dispel a couple of myths about *Star Trek*. Two commonly held beliefs that some Trekkies, or Trekkers as we call ourselves – did I say "we"? Er, well, I meant "I". No, no, no... "they" as they call themselves – hold onto for dear life.

NUMBER ONE

Star Trek: The Old Series is better than Star Trek: The Next Generation
It's unbelievable that so many people still whinge: "Oh I don't like the *Next Generation*. I prefer the old series." What? The old series was crap. It had bad production values, awful storylines, and trite socio-political moralising. It flagged badly in the ratings and was axed after three seasons. The only reason people still go on about it is because BBC2 has continuously brainwashed us over the last 20 years; repeating it and repeating it and repeating it until its kitsch rubbishness became "cool". And the characters – Jesus. "But I like Mr Spock," you say – old Leonard "I built quite a good character but then I directed *Three Men And A Baby*" Nimoy? "But the characters aren't the same," you moan, "and it hasn't got Kirk in it" – What? Fat-boy, smarm-man, Class-M-inhabitable-buttocks Kirk, who wears a corset, a toupee and probably has a colostomy bag tucked away in there somewhere? Scotty is the only character with merit, but even he's got a little lipid-heavy with age.

Star Trek: The Next Generation (ST: TNG) went on for an unprecedented seven seasons. It had excellent production values, good scripts, and much better characters than that hotchpotch of badly sketched mannequins on board the NCC-1701A. I doubt the old crew members could survive five measly minutes in a TNG episode. I'd like to see them try.

NUMBER TWO

Gene Roddenberry is God

What? Excuse me. Gene Roddenberry created and produced the original *Star Trek* (see above) and executive-produced the first two seasons of *ST: TNG* (the mainly crap ones). Only when Michael Piller took over in the third season did *ST: TNG* begin to become excellent. Before that it was a crap rehash of the original series with poor

characterisations, remakes of old episodes, and – get this – female crew members in '60s short skirts and kinky boots. He was rubbish and his canonisation by the Trek world is one of the most anal things about fandom.

ENOUGH OF THAT

Right, now that bile is off my chin, we can continue.

THE GAME

Final Unity is basically an interactive arcade adventure in the mould of *Star Trek: 25th Anniversary* or *Judgement Rites*. Like the previous CD-ROM *Star Trek* games, the principle actors from the series (Patrick Stewart, Brent Spiner, Marina Sirtis etc.) have been roped in (with fat juicy cheques) to provide the voices of their characters.

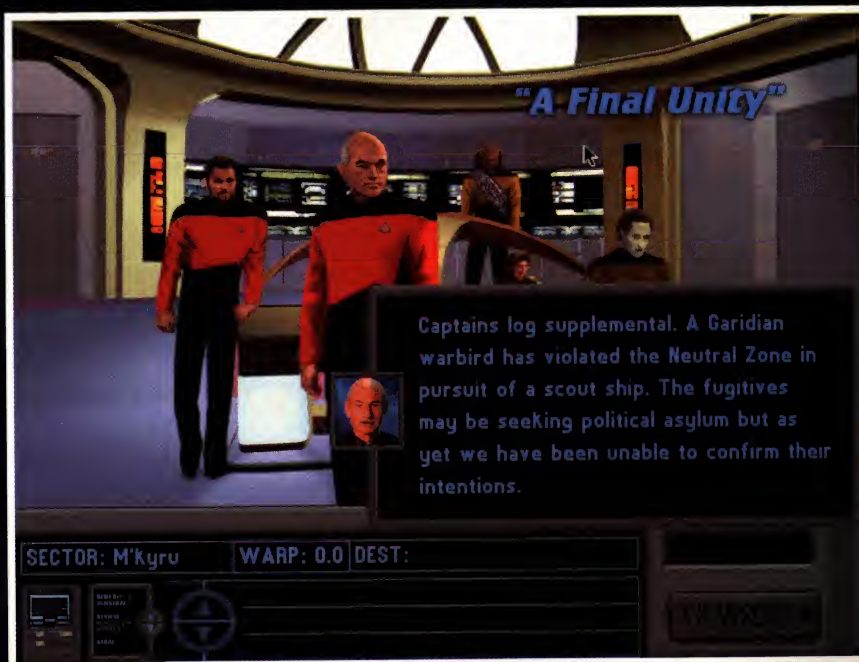
It combines SGI-rendered cut-scenes with standard-scaling bit-maps, and uses a standard "pointy-and-click" interface to give you full control over the Enterprise NCC-1701D, its crew, and the missions that it undertakes.

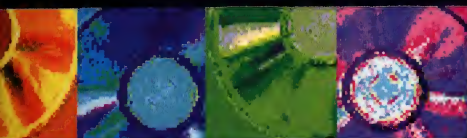
As the game opens, the Enterprise is patrolling the border of the

FAMOUS TREKKERS

- 1 Steve Wright
- 2 Anne Diamond
- 3 Mao Se Chung
- 4 Peter Purves
- 5 Er...
- 6 Um...

(Below) The Bridge. Nexus of the Enterprise. Seat of Picard. Nerve centre of StarFleet. HQ. of... (Yes – that's enough bridge synonyms – Ed.)





Disaster on Cymko III

"Captain's Log, stardate 4.1111. We have received a distress call from a Federation research station at Cymko III. They have suffered attack from unknown entities. We are sending an away team to investigate."

EPISODES YOU MUST SEE

If you're not yet into *Star Trek: The Next Generation*, then you are sad. If you'd like to get into *ST: TNG* but lack the informative knowledge a true TrekMaster can afford you, then look no further. Here are the episodes that will convince you (in no particular order):

- 1 YESTERDAY'S ENTERPRISE
- 2 THE BEST OF BOTH WORLDS parts I & II (best if seen after Q-WHO?)
- 3 UNIFICATION (in which Spock appears)
- 4 RELICS (in which Scotty appears)
- 5 PARALLELS
- 6 TIMESCAPE
- 7 THE INNER LIGHT
- 8 CHAIN OF COMMAND
- 9 ALL GOOD THINGS (the last episode)



1 Beam Down

RIKER: "What's your analysis Mr La Forge?"
 GEORDI: "It seems the main power for the station is at critical. If we don't shut it down, the station'll blow."
 CRUSHER: "She cannae take it then?"
 GEORDI: "Huh?"
 DATA: "Maybe this transporter will help."
 WORF: "I suggest we fan out and kill everything that moves."
 DATA: "So Haunt Me - I do not understand how this is funny."



2 Crew decks

RIKER: "Seems like some kind of Geiger-inspired painted backdrop."
 GEORDI: "These are obviously power flux plasma conduit relays."
 RIKER: "Obviously."
 CRUSHER: "Look, there's somebody trapped under a pipe. I bet they'll know a password we'll need later."
 RIKER: "Good thinking, let's go."
 WORF: "I respectfully suggest we should kill her. She may be a Romulan spy."
 RIKER: "Thank you, Mr.Worf."



3 Rescue

CRUSHER: "How can we help her?"
 GEORDI: "We could beam a part of the pipe away and then move her."
 WORF: "We should kill her now. It would be dishonourable to rescue an injured warrior."



4 Engineering

RIKER: "Now we've rescued that woman and I've snogged her, we should try and save the station."
 GEORDI: "What is this strange lifeform which is scanning this plasma conduit?"
 WORF: "I suggest we destroy it now."
 RIKER: "Thank you Mister Worf."



5 In the lab

PICARD (from the Enterprise): "Away team - the life support system will collapse in five minutes."
 RIKER: "We'd better hurry."
 GEORDI: "We need to find Dr Greims and tell him to shut off the fusion reactor."



6 Dr. Greims

GEORDI: Ah, Dr. Greims, we need to shut off the reactor before she blows.
 GREIMS: No, no. I can't allow it. My experiment!
 RIKER: We got too of the whole planet will be irradiated with fatal gamma rays.
 GREIMS: No!
 WORF (whispering to Riker): Permission to disembowel the professor Commander?
 RIKER: Granted.



7 Saved the day

LONG HAIRE BALD ALIEN: "Thank you Picard. Your crew have saved the research station, the planet and the whole galaxy in one fell swoop."
 PICARD: "It was a pleasure. Thank you."
 DATA: "Jimmy Tarbuck - I do not understand."



(Right) The Enterprise takes a hit on the broadside.



(Below) Away mission tricorders can be used to review information, check characters, and playback old conversations.



Romulan neutral zone. Listening posts have detected increased starship activity in the area. Suddenly, a Garidian scout ship enters Federation Space. Badly damaged and with its warp drive failing, the ship tries to hail the Enterprise. A Garidian Warbird decloaks ahead. The Warbird fixes a tractor beam on the scout ship. The ship is dragged in. Picard declares red alert!

Gosh.

All this blood-coagulating action is delivered to you in special cinematic cut scenes, gloriously recreating the look and feel of the series with expertly designed rendered ships, the special *ST: TNG* close-up camera work (dramatic zoom-ins on Picard's frown), and, er, rendered crew members looking (and moving) distinctly like *Thunderbird* puppets.

Unfortunately, the visual rights for the actor's faces cost too much for poor old Interplay (Patrick Stewart charged \$22,500 a day for his voice when recording the script), so they had to render their likenesses from scratch.

After this scrotum-parching intro, up pops the credit sequence from the series (spiny planets, comets, "Space the final frontier...") followed by a rousing chorus of the theme tune. And then, quicker than you can say "Bill Shatner writes really crap sci-fi novels," you're in the game.

MODULAR

Final Unity works in a kind of "modular" way. That is, the game is split into various areas (the bridge, combat, beaming down planets) and each area has its own interface and sub-modules which lead to other sub-areas and sub-sub-modules, if you see what I mean. On the bridge, for example, where you first find yourself after the pant-wettingly tense intro, you (as Picard) can talk to any of the crew present or operate any of the bridge stations. Comms will allow you to hail nearby ships or talk to StarFleet. Tactical gives you control over shields and weapons. Ops allows access to the ship's computer, and the doors on either side of the bridge lead to the conference room (for chats with "guests"), engineering (for monitoring the ship's "complicated bits"), and the transporter room (obvious use). And each of these locations have an array of controls and sections for you to browse through.

Each of the bridge officers' personalities and reactions are faithful to the series. Should Picard asks for suggestions, Worf will predictably opt to "kill them all" and go on about honour for five hours. Data will offer some mind-bafflingly complex solution involving "the inertial dampeners". Geordi will suggest "a level five diagnostic". Troi will sense something but won't be "quite sure what it is". And Riker will just grin. It's up to you to decide which

THE CHARACTERS



CAPTAIN JEAN-LUC PICARD

French but English-accented, Picard is the best captain in StarFleet and the best in *Star Trek* history. His sexy athletic build and unashamed baldness are a direct contrast to Shatner's rug-wearing, fat boy captain.

In his seven years as the Enterprise's leader, Picard has been through the galactic wringer. He's been kidnapped, tortured, turned into a Borg, lived an entire life in 22 minutes, travelled back in time, died and been brought back to life, nearly destroyed all of mankind – and managed to get off with Bev Crusher (although God knows why, when he can have me). He is a diplomat, soldier, leader, and can kill ensigns with one raise of his eyebrow.



COMMANDER WILLIAM RIKER

Riker, famed for his slouching Quasimodo walk and his annoying grin, is second in command of the Enterprise, which means he cocks up whenever left in charge (see *Star Trek: Generations*). Tough, hard, and er, er, chitinous, Riker does all the boffing and beating up of aliens and plays the tuba. However, on the downside, he's supremely under Picard's thumb and a desperately crap womaniser.



LT.COMM DATA

Artificial lifeform Commander, Data is the Enterprise's resident super brain and Operations Manager, able to process 16 trillion instructions per second and store terabytes of information. He is, alas, unable to feel emotions, but this sets him up as fall guy for various amusing observations of human behaviour ("The fallen Madonna with the big boobies – I do not understand."). Data is fully functional (American TV speak for "has genitals"), is rather fond of saying "The Tachyons in the plasma conduits have reached a critical quantum flux", but always has an excellent solution to most quandaries.



LT COMM. WORF

Mr Worf (Mr Worf to his friends) is Klingon i.e. he sports a brown cornish pastie on his forehead, and therefore is aggressively committed to honour. He has an honourable way of doing everything. For example, going to the toilet honourably (leaning over the bowl, Bat'leth in one hand, using hard sandpaper Klingon "pain paper" only). Klingons do not

cry, feel pain, disobey their captains, and do not play Badminton. Ever. Mr Worf controls the Tactical station – offensive and defensive weapons and manoeuvres, plus internal security – and will always suggest a specific solution to a problem. For example:

PICARD: Any suggestions?

RIKER: I suggest we beam over and negotiate.

TROI: We should lower our shields as a sign of peace.

PICARD: Mr Worf?

WORF: I say we kill them! Kill them all!



LT.COMM GEORDI LA FORGE

Geordi is a blind engineer and, in the tradition of *Star Trek* engineers, can provide a ship-saving solution in femtoseconds even though only one minute ago they estimated it would take two hours. La Forge wears a mid-'80s hairband as a visor to combat his challenged sight and whispers all the time. Geordi, like Picard, has experienced a few things – torture, brainwashing, androidification – and to cap it all, is also, like Riker, profoundly unsuccessful with women. Shame.



COUNSELLOR TROI

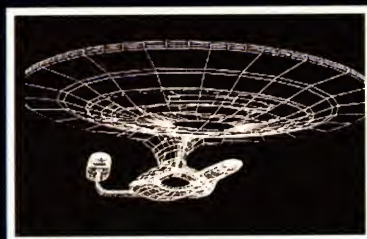
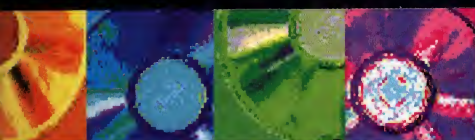
Half-human, half Betazoid, Troi is an empath and can sense emotions from other people. In the caring, sharing, '90s NCC-1701D, Troi acts as ships counsellor, helping those crew members stricken with homesickness, penis envy, and third-degree plasma burns to the neck and chest. She also acts as a useful bridge office, perceptively sensing things like aggression (from a psychotic Romulan warbird captain whose children have just been killed by the Enterprise) and deceit (from a Ferengi). Big of breast, and low of acting prowess, she has also, for your files, appeared stupendously naked in such edicts to modern cinema as *The Wicked Lady* and *Death Wish III*.



DOCTOR BEVERLY CRUSHER

Dull Bev. Bev The Dull. Beverly "The Dull" Crusher, the ship's flame-haired doctor, is constantly trapped in soft-focus and has very little to do except point tricorders at people and say, "55 ccs of cromalomazine".

In the *Star Trek* universe she has, amongst other dull things, fallen in love with a parasite, bonked Picard, and – her biggest mistake of all time – mothered the gawky, super-genius Wesley Crusher. (He disappeared after season three – thank God).



(Far left and left) The wire-framed Enterprise was drafted from blueprints on Silicon Graphics workstations and then excellently texture-mapped for those all important cut-scenes.

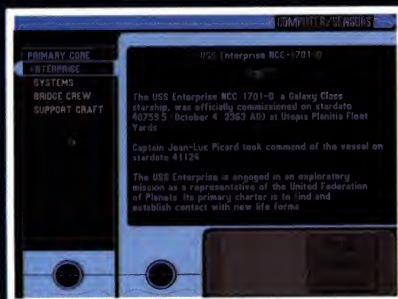
A Guided Tour of the Enterprise

The Enterprise. Flagship of StarFleet. Galaxy class "Ninja vessel". 1014 crew. Max Warp 9.9. One mile in length.



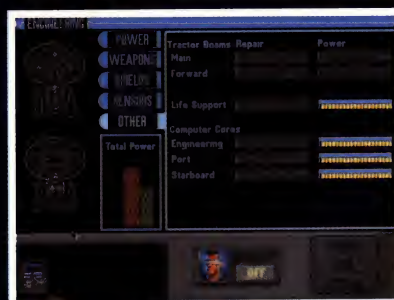
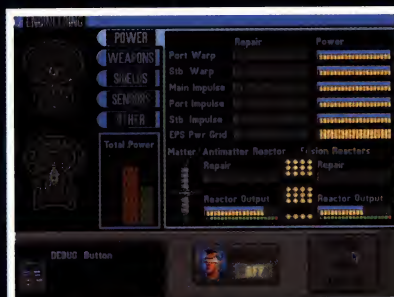
Bridge

From here you can access all the ship's systems. The bridge stations – Comms, Tactical, and Ops – astro-navigation controls, engineering, and the transporter room.



Computer

The Enterprise's CPU contains a mass of information on aliens, cultures, starships, the Enterprise, its crew, and the galaxy in general. As you complete each mission, tricorder logs are downloaded into its memory, allowing you to build up and collate yams of important info.



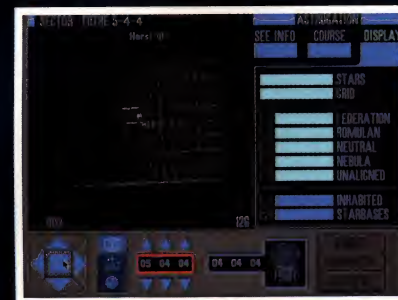
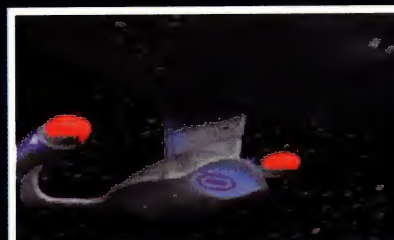
Engineering

On deck 36 is Engineering. Here, Geordi monitors the flow of power of the ship, allowing you to balance the anti-matter power reserves and route emergency power to the shields or life support should you need it.



Tactical

The combat screen you have a visual and diagrammatic view of the battle scene. Photon torpedoes can be armed, phasers fired, and defensive move Omega-5 engaged.



Astrogation

From here, you can survey the entire sector of space, identifying Federation and non-Federation planets, isolate M-class planets, and plan your course through the galaxy.



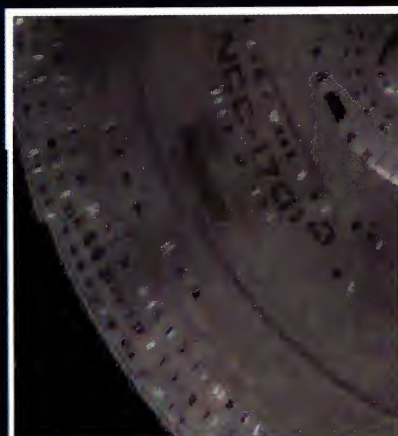
Transporter

On later difficulty levels, you must choose who goes on the away-team and where they beam to. And then you get to operate those all important transporter sliders.



Trek Toys

For the discerning Trekker there is a whole range of memorabilia available. How about a scale model of the Enterprise complete with working lights and authentic sounds or a Ferengi lunch box that speaks every time you open it? If you're stupid enough you can even pop down to the Star Trek bar, wearing a full uniform complete with communicator, phaser and tricorder for a swift Romulan ale.



TrekMaster™

Yes, in association with BoxTree publications, we are proud to announce the riotous giving away of their new magnificent *Star Trek* tome – TrekMaster(tm) – a trivia quiz book written by, er... David McCandless. Nepotistic it may be. Slightly self-congratulatory it may be too. But who cares when we've got 15 copies of this gorgeous, best-selling opus to give – yes, *give* – away. All you have to do is answer this quantum-flux inhibitingly difficult *ST: TNG* question and it's yours:

QUESTION

"I am not a merry man!" is an amusing quote from a *ST: TNG* episode.

WHO SAID IT?

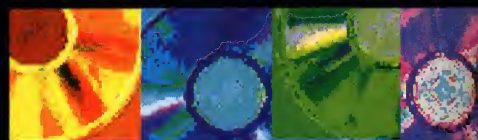
WHY?

AND IN WHICH EPISODE?

Answers on a postcard or the back of an envelope to **TREKMASTER, MY WHAT A FAB BOOK – IF I DON'T WIN I'LL SURELY PURCHASE IT, PC ZONE, 19 BOLSOVER STREET, LONDON, W1P 7HJ.**

All entries must be in by the 30th June 1995.

Any sad Trekkie who also sends a letter moaning pedantically about any slight factual mistakes made about *Star Trek* in said tome or indeed in this review will be disqualified. Instantly.




There is a main plot line – the quest for the Garidian's Fifth Scroll – but you are continually being nudged and distracted by other missions, which you can refuse or take on. There are tens of missions, hundreds of planets to explore, huge amounts of information to disseminate, and loads of puzzles to unravel and temporal-spatial baryonic quantum-flux anomalies to fall into.

The game oozes style. The designers and programmers have obviously spent time and effort recreating every femtonuance of the *ST: TNG* series. The cut scenes are superbly done. The Enterprise and alien world backdrops, although patchy, are well drawn and atmospheric. The animation is excellent – with Worf's hard, strutting gait and Data's gangly walk mimicked exactly. The sound is great too, with Patrick Stewart's "melifluous" tones blending well with the ambient hum of the Enterprise's engines. Even small sonic details, like the sounds of photon torpedoes and tractor beams, have been recreated exactly as in the series.

There's no doubt that Spectrum Holobyte have studied 25th Anniversary and Judgement Rites, and absorbed every other arcade adventure en route. You'll have seen similar interfaces, puzzle designs, and point-n-click interaction before. You will have bared your teeth and drummed your thumbs as your characters slowly mill around the locations searching for clues and mouse "hot spots" you might have missed. You will have neglected to save the game before a fatal encounter and ended up dead, with two hours of galactic exploration lost. And no doubt, you've spent entire Sunday afternoons frenetically etching little clues, passwords, and conversations down on infinite notepads. But did you ever have such instant sympathy and understanding of a game's characters? Did you ever feel like you were actually inside a *Star Trek: The Next Generation* episode, controlling the script and fighting hand to hand with Romulans? Did you ever feel like Patrick Stewart, Brent Spiner and Michael Dorn – all the idols you'd love to shake hands with and drool all over – were in the room

with you as you played, and they were helping you, and they were your friends, and you were in this together? Did you ever hear that much maligned buzzword "Interactive Movie" and wonder what it was like? It's like this. *Final Unity* is fab. *Star Trek* nut or not *Star Trek* nut, the game has its problems. The CD disc accessing is slow and tends to tug on the pace of the game. It lacks some of the humour of the TV series, and with most of the plots having the crew wrestling with some nightmare crisis there's little time for inter-character larks. The combat sequences are tricky to get a grip on. The Admiral skill level demands a Trekkie rating of "Ninja" – knowledge of the Enterprise's systems down to the quantum level is necessary.

But whether Mr Worf is your "cha'dich", or Bev Crusher haunts your sleep time with oiled tricorders, or you want Patrick Stewart to be your dad, or you just enjoy the consistent excellence of the much mourned series, *Final Unity* is the game. 

option to choose. Likewise when you beam down to planets later on, different characters will offer different suggestions, and certain crew members will be more skillful in dealing with certain situations (you wouldn't send Bev to mend the plasma conduits, for example, nor would you direct Data to talk to a distraught alien).

Final Unity has three skill levels: Ensign, Lieutenant, and Admiral, which dictate how the characters respond. If you're on the easy level (Admiral), the crew will take over, suggesting options out of the blue, automatically deciding on away team members, and managing the ship's resources. Venture into Lieutenant status however, and you'll have to use your initiative – asking Data when you think you need Data, working out who'd be best for an away team, and servicing the warp containment field by hand. And if you're Trek enough you can bump the skill up to Admiral and make every single decision yourself.

EPILOGUE

Where *Judgement Rites* had pixillated cartoony graphics and "computery" scenery, *Final Unity* has hi-res, scanned, rendered sprites and painted backdrops. Where *Judgement Rites* bowed to the camp nature of the first series, *Final Unity* attempts a full-on recreation of the *ST: TNG* universe – from computer-panel design and technobabble dialogue, through spaceship design and the alien races you encounter; Klingons, Romulans, Cardassians – they're all there. Where *Judgement Rites* was episodic, *Final Unity* is non-linear. You can go where ever you want, whenever you want – you have the whole of Federation space to explore.



SCORE

Totally worth its weight in gold-pressed latinum.

Minimum Memory: 8Mb

Minimum Processor: 486/33

(Pentium recommended)

Hard Disk Space Required: 3Mb

Graphics Modes Supported: Good VESA compatible graphics card (640x480 in 65k colours)

Sound Cards Supported: SoundBlaster

Controls: Mouse, keyboard

Comments: Double-speed CD-ROM drive required

Price: TBA **Release Date:** Out now

Publisher: MicroProse **Tel:** 01454 326532

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Monday 23 January 1995

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Friday 27 January 1995

"Did you know you can now have sampling capabilities with a GameWave sound card?" I asked the Doctor. "That's right" he replied, "and now, you can not only record with Orchid's GameWave 32 Plus, but you also get the sensational sounds provided with their latest PRO ROMs."

Sunday 29 January 1995

It seems too good to be true - all the astounding features of a SoundWave 32+ SCSI bundled with the amazing Toshiba XM5201B triple-speed CD-ROM Drive. But then you realise that all this is included in Orchid's SoundWave SCSI Kit, as well as MIDIsoft's MIDI sequencer and MIDI cable. Such a diversity of features must surely be a gift from the Gods.

SOUNDWAVE 32 PRO

- Compatible with leading audio standards
- Latest PRO ROMs
- 20Mhz DSP technology
- Bundled Software
- SCSI option available

GAMEWAVE 32 PLUS

- Compatible with leading audio standards
- Latest PRO ROMs
- 20Mhz DSP technology

SOUNDWAVE SCSI KIT

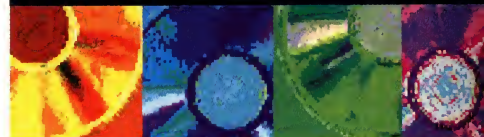
- SoundWave 32+ SCSI
- Toshiba XM5201B Triple-speed CD-ROM Drive
- MIDIsoft Recording Session
- MIDI cable



ORCHID (Europe) Ltd - Unit 3, Woodlands Business Village, Coronation Road, Basingstoke, Hants RG21 2JX
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(Right) The effect of Mexican food on Ken's stomach disorder proves surprisingly advantageous.



SUPER STREETFIGHTER 2 TURBO

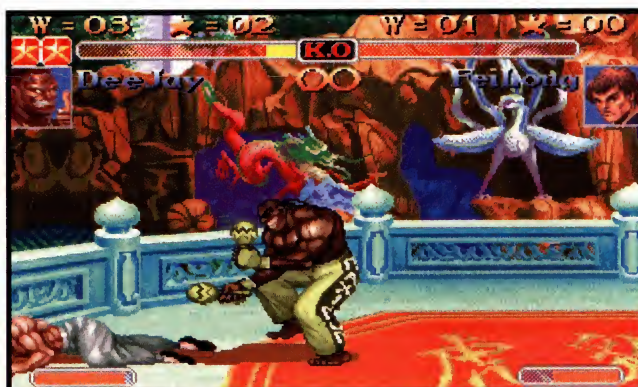


Multi-buttoned shenanigans

It's all very well having all those fancy moves to choose from, but how on earth are you supposed to do it on a PC keyboard? Well, the game's supposedly going to be packaged with a six-button joystick. This is fine for one-player games, but there are compromises to be made as soon as you want a two-player game. Before you even think about two-player games, you need a twin-port joystick card.

Firstly, the game won't run with two six-button pads, because of the restrictions to the number of instructions a PC can take at a time. We tried setting it up with two four-button pads, but for the same reason the options wouldn't allow that. Then we tried a four-button pad, two-button joystick combination, only to find that one fighter's controls worked with both fighters at the same time: every time Player one tried to hit Player two, Player two hit Player one simultaneously without having to press a button.

Things weren't looking good. Then we changed the options to two two-button controllers, but used four-button pads. Miraculously, it worked, and the four buttons even did different things. Have fun.



We gave *Super Streetfighter 2 Turbo* to **Patrick McCarthy** to review because... er..., well, because... Actually, why did we give it to him?

IN THE GOOD OLD DAYS when I was at school, violent psychopaths weren't something to be looked up to. They were something to be sniggered at (from a safe distance) while they trudged about pursuing their school careers in Remedial Gardening, or something to be avoided - especially on bus journeys. The ones in our school used to rob one bus so regularly that drivers refused to work the route and it was withdrawn. But times change, and nowadays it's cool to wear pyjamas and drive somebody's nose up into their brain, and nobody minds if you can't spell your name as long as you can do one-finger press-ups and shoot fireballs out of your underpants. I blame the '80s, myself.

Streetfighter 2 is in its third incarnation on the 16-bit consoles, which, at about 65 quid a time if you waited for the official version (or 3,000 quid if you thought it was cool to buy the imports) is a lot of moolah. PC owners are more fortunate; they won't have bought the first version if they have any sense, because it was God-awful. The second version (apparently) won't now be made - US Gold has seen that there's little point in releasing it with this version coming out. Which leaves this version, the third in the series, but the second on the PC.

(Below) Chun Li proves that a daily bout of fisticuffs is the best cellulite prevention programme around.



(Right) Years of conditioning allowed Cammy to pick loose change off the floor without using her hands.



And it's bloody good. Apart from one or two problems with the controls, which have more to do with the vagaries of the PC than the game (see *Multi-buttoned shenanigans*), it's practically arcade perfect. The sprites are big, they move quickly and fluidly and "feel" right when they jump about the screen. In case you're not that up on the SF2 trilogy, each release in the series (SF2, SF2 Turbo, Super SF2 Turbo) got a few more frames of animation, some tinkering with the gameplay and a few extra characters chucked in to sucker the kids. But by the time it got to this version, the SNES was struggling to cope with some of the sprites and, say the cognoscenti, the speed and fluidity suffered as a result. The PC version has no such probs – in fact, it compares very favourably with the recently released (and much raved about) 3DO version.

There are 16 fighters to choose from, and the two ways to play that are common to all one-on-one beat 'em ups (because they all copied this one); either you pick your favourite character, pick a level of difficulty and try to kick the crap out of all the other characters until you alone stand triumphant (as beat 'em ups like to phrase it), or you get some friends round and some beer in and indulge in some serious kicking, punching and biting of noses, taunting the losers so much that it all starts for real. The one down-side about the PC version is that it isn't possible to have two players using six-button controllers, so you miss out a bit on some of the subtleties. (If you can call stamping on someone else's throat subtle). Then again, the Amiga version was very playable and that only had one-button controls. Just be thankful you're allowed to play computer games and stop moaning.

Basically, this has been the greatest beat 'em up around for some time, the one that every other game emulates and is compared to, and any half-way decent version of it would be worth having.

This is a good version. **Z**

90

SCORE

**Gametek
Release Good
Game Shock.**

Minimum Memory: 4Mb RAM

Minimum Processor: 486

Hard Disk Space Required: 4Mb

Graphics Modes Supported: VGA

Sound Cards Supported: All major

Controls: Keyboard, 2-button, 4-button, 6-button controller

Price: £39.99 Release Date: Out now

Publisher: Gametek Tel: 01753 553445

Streetfighter 2 – The British Film

It's common knowledge that there's a multi-million dollar *Streetfighter* film featuring a whole host of stars and Kylie Minogue as the characters from the game. But what most people don't know is that there's already been a cult-hit, low-budget British feature made, which was shown to enormous critical acclaim at the last Worthing Film Festival. Directed by Mike Newell, with a single tie-in by *Wet Wet Wet* that doesn't actually feature anywhere in the film, it's a wonder we haven't seen Elizabeth Hurley hanging out of a dwarf's dress in top night-spots recently. Here's a complete rundown of the characters involved in both the game and the film, along with a cast-list.



RYU

History Originally designed by the Japanese as a propaganda exercise, to convince us that their martial arts are better than everybody else's. His smug, sanctimonious personality gets right on everyone's tits. **Fascinating fact** "Ryu" is Japanese for "inexplicably superior twerp." Usage: "Who d'you think you're talking to, you utter Ryu?" **Played by** Stephen Fry (For two days. Then by Michael Ignatieff.)



CHUN LI

History The original beat 'em up sex object, whose huge thighs are legendary: their tremendous girth makes her short skirt look like a rubber band round two marrows. As a demonstration of their



prodigious strength, she once crushed a tractor into a miniature bust of Deng Xiao Ping.

Played by Fatima Whitbread.



KEN

Proof of what happens if you don't follow the Japanese Way. This dropout of the beat 'em up world would rather hang about on the beach in his pyjamas, drinking women, smoking beer and sleeping with drugs, than waste time in the gym surrounded by sweating, muscle-bound steroid abusers.

Played by Keith Chegwin.



E. HONDA

History Conclusive proof that the Japanese are totally mad: they seriously think that this wobbling heap of blubber would be able to hold his own in a proper fight; everyone else thinks that he should stick to his silly pushing game.

Hobbies Collecting fat, especially subcutaneously.

Played by Bernard Manning.



DHALSIM

Character The racial stereotypes start here. Dhalsim is Indian, therefore his special weapon involves the use of hot curry breath and he wobbles his head from side to side when he wins. Uh-huh.

Played by Ben Kingsley (You don't expect an Indian to get the part?)

(Below) Balrog aka "Mike Tison lookalike" and Sagot aka "Big Boy" having a bit of a squabble.



Super Streetfighter 2 Turbo

CD-ROM REVIEW

(Right) The strange half-light and the smouldering volcanoes can only mean one thing: the Japanese have no idea what England looks like.

(Below) Honda throws his joke hand at Blanka.



ZANGIEF

Character Big, fat Russian who spends his time wrestling bears and drinking petrol.

Background fact According to my source at the DHSS in Finland, the latest fad among Russian alcoholics who live there is to soak a tampon in lighter fuel and poke it up their bot— (*Let me stop you there. Ed.*)

Played by Lena Zavaroni.



GUILE

Character Boring, one-dimensional, typical ex-Special Forces-type who nobody likes. Typical American: likes coffee and country and western; hates pinkos and dance music. Doesn't understand cricket or sarcasm. Can't pronounce aluminium. Or the name of any herb.

Distinguishing features Terrible haircut.

Played by Curly Watts.



BLANKA

Background This Brazilian half-man half-beast-type thing eschews the conventional silky Brazilian skills in favour of silky Brazilian body hair (which he shaves into the shape of the Jules Rimet Trophy). Smuggles an illegal cattle-prod into fights, but nobody has ever had the courage to try to find it.

Played by Des Lynam.



SAGAT

Background Giant Thai boxer who's so tall that most of his kicks pass ineffectively over his smaller competitors' heads, while they're busy belabouring his testicles with fist and foot.

Hobbies Helping old ladies reach the washing powder in supermarkets.

Played by Jimmy Krankie. (Sack that casting agent.)



M. BISON

Background Official ex-super-market security guard who was sacked for roughing up a party of blind people for feeling the vegetables. Wears his old uniform, complete with hat brim pulled down to his top lip, partly in a doomed attempt to intimidate his opponents, but mainly because it makes him feel tough.

Played by Blakey out of *On The Buses*.



BALROG

Background Not Mike Tyson at all, nope, not a bit of it, uh-uh, even though this character's the one called M. Bison in Japan. **Distinguishing features** Looks like Mike Tyson. Acts like Mike Tyson.

Special skills Punching people in the face. Bit of a ladies' man.

Played by Craig Charles.



VEGA

Character Vega is Spanish and, as such, can't be trusted. Who else would bring a set of sharpened radiator grills along to an unarmed combat tournament? Also wears disturbingly tight trousers, eats lots of ham and stops in the middle of a fight for a sleep.

Played by Javier Bardem. (*He's not English. Ed.*) Alright, Vic Reeves.



DEE JAY

Character Dee Jay is a Jamaican kick-boxer who used to be a music star and makes all his own trousers. Stereotyping II: He likes to fight in time to reggae. That'll help.

Played by Ainsley Harriott.



T. HAWK

Background Enormous Native Yank with love of silly outfits. Lives in Mexico so won't understand when people ask him if he's built to scale. Interestingly, Comanche friends call him "Thawk," which means "He who is not built to scale." Luckily he only speaks Pawnee.

Played by Gary Glitter.



CAMMY

History: The token English competitor, Cammy, was introduced following complaints that the size of Chum Li's thighs frightened the meeker adolescent onanist.

Distinguishing features: Heaving bosom, heaving buttocks, heaving packet, heaving Angel from *Home And Away*-style pigtails. Mucky thighs (but at least they're human).

Played by Joyce Grenfell.



FEI LONG

History Former top Chinese herbalist; once cured a fish of alopecia by pounding it with a small rubber mallet. Unfortunately, also cured it of life. Hounded into a hermitage by fundamentalist fish-fanciers, where he learnt martial arts because he was scared.

Played by Peter Beardsley.



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(Left) The umpire gets suspicious when the pitcher's mound rises over five feet before the end of the game.

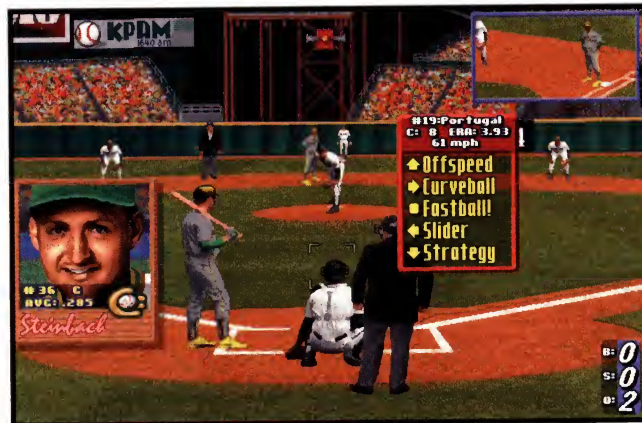
HARDBALL4

Although more of a silly mid-off than a pinch-hitter, **Paul Presley** puts his baseball cap on backwards and prepares to review Accolade's latest.

I THINK HOMER said it best (Simpson, that is, not the Greek philosopher) when he was forced to attend a baseball match without the benefit of alcohol to soften the brain, a fate to which he cried, "I never realised how dull this game was before." Let's be frank, baseball is a dull game. Someone throws a ball, someone else hits it and someone further away catches it and throws it back. About as exciting as a day trip to Congleton.

So with that in mind, *Hardball 4* is a pretty accurate simulation. Which is to say that it's a very good game - well, it is if you're a baseball fan.

It's easy to control (using the familiar *HardBall* control system), has more statistics than a "Page 3 Girl of the Year" competition, and some of the finest graphics of any baseball game going (thanks to the lovely SVGA modes). I'd balk at saying it was better than *Front Page Sports: Baseball* since the Dynamix effort has some nice features that *HardBall* doesn't and is marginally better presented, but to be honest there's not much in it. After all, baseball is baseball is baseball and there are only so many ways you can simulate it. Rather than radically restructure anything, Accolade decided to go with a familiar game and call in a star endorsement to woo the public.



"Hi... I'm Al Michaels" (cheesy grin)

No, I've never heard of him either, but according to the biography that comes with the game, he's America's answer to Dickie Davis, and has won more awards for sports broadcasting than actually exist (or something). Oh, and he lives with his wife and two kids in Los Angeles. Not too sure why they wanted to tell us that, but there you go. The reason I mention him is that his involvement in the game is one of the few reasons why you might want to defect to the Dynamix camp instead of pitching your tent and joining in with the war cries here. The Accolade team has insisted on letting him "commentate" throughout each of your league games by having him pre-record all the team and player names, their positions, any possible score variations and assorted "off the cuff" comments like, "He's really hot today!" (a comment

that normally gives Mrs Michaels cause for concern).

Unfortunately, these recordings are not all they could have been, and because Accolade has cut them down into tiny chunks which can be strung together in a million different combinations, covering all possible actions and

(Above) Bottom of the ninth with two outs and the bases loaded. Erm, work that one out then.

(Right) Every player's statistics are recorded and the best of the bunch are noted here.

results, Al Michaels has ended up sounding like a badly-edited Dalek. You keep expecting him to say, "Strike one... Strike two... Strike three! He will be EXTERMINATED!" My advice? Turn the sound off (and that goes for the music as well).

Remember the early days of Sierra adventures and how everything had that horrible mid-'80s, easy-listening stuff accompanying it? Accolade is still there (man). I'm betting its programming team dance around the office listening to *The Beach Boys*.

Field of electric dreams

Apart from that, *HardBall 4* is as perfect a game of baseball as... well, as *Front Page Sports: Baseball* is. You can run full-single or multi-player leagues, exhibition games and practice sessions. You can customise everything from the name of your league to your team's logo. You can play as much or as little of each game as you like. And, if you like letting the computer play the whole game, you can even just sit back and play the manager's role only.

HardBall 4 has got everything the avid baseball fan could want, which is currently more than the real game has. Count your chickens while you can, say I. **Z**

Rank	Player	Team	Pos	AVG	VS R	VS L	VS B	VS Y
1	Paul J. Nelson	CL	CF	1.00	1.00	1.00	1.00	1.00
2	Jeffrey Brown	CL	CF	1.00	1.00	1.00	1.00	1.00
3	Sierra Brown	CL	CF	1.00	1.00	1.00	1.00	1.00
4	John Brown	CL	CF	1.00	1.00	1.00	1.00	1.00
5	John Brown	CL	CF	1.00	1.00	1.00	1.00	1.00
6	John Brown	CL	CF	1.00	1.00	1.00	1.00	1.00
7	John Brown	CL	CF	1.00	1.00	1.00	1.00	1.00
8	John Brown	CL	CF	1.00	1.00	1.00	1.00	1.00
9	John Brown	CL	CF	1.00	1.00	1.00	1.00	1.00
10	John Brown	CL	CF	1.00	1.00	1.00	1.00	1.00

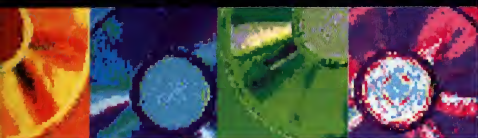


SCORE

The only thing missing is a dispute over salary caps.



Minimum Memory: 8Mb (or 4Mb with Virtual Memory)
Minimum Processor: 386/33Mhz
Hard Disk Space Required: 8Mb
Graphics Modes Supported: SVGA
Sound Cards Supported: All major sound cards
Controls: Mouse, keyboard, joystick
Price: £39.99 **Release Date:** Out now
Publisher: Accolade/Warner Interactive
Tel: 0171 391 4300



(Right) Space is evidently a series of floating, multi-coloured building blocks.

Daniel Pemberton is so afraid of fire that the only reason he never took up smoking is because he'd fill his pants every time he lit a match. We, therefore, gave him the game *Pyrotechnica* to review and waited for the results. Unfortunately it had nothing to do with fire. He still got pretty scared though.



Pyrotechnica



ONE THING I have never been able to understand is: why is it that, in films, books and computer games, the future is always painted as a bleak, apocalyptic shadow of its former self. With an increasing number of peace treaties being signed and greater arms reduction measures already happening, shouldn't the year 2112 be full of people singing and dancing through beautiful meadows with flowers in their hair, completely starkers? Well, not if you're reading the scenario to Psygnosis' newbie, *Pyrotechnica*.

Doom and gloom

In this 3D shoot 'em up, the future is a very nasty place indeed. Working freelance for a huge multinational corporation with a stupid name, it's your job to rescue lots of captured pilots who are trapped on a big star. You control a space ship, and basically you have to manoeuvre around a 3D environment, blowing things up. Now that sounds original.

By using a quite minimal play area, which is decorated with some pretty lights, the game still manages to move at quite a pace without looking drab. However, if you're the cautious type like myself, you won't be aiming to break the speed barrier, instead you'll be going for that sneak-up-on-the-baddies-quietly-and-slowly-blow-them-to-bits strategy. Unfortunately, this is what you seem to have to do most of the way through the game, as if you reach any "exciting" speeds, not only is it a lot harder to blow anything up successfully, but bumping into anything results in you losing all control over your craft (and trying to regain control proves to be a worse nightmare even still). Not only that, but because of *Pyrotechnica*'s self-contained 3D environment, you can become extremely confused as to what direction you're heading in. There is a map to help you with this problem, but to activate it you have to use keys on the keyboard. No major problem, you may think, but you also have to press keys to activate all the different weapons, change the speed of your craft and so on. And in the middle of battle, trying to remember what does what, where they are and then actually hitting them, as well as skillfully dodging and firing at your enemies at the same time, requires manual dexterity not

seen since the glorious 1988 final of *The Krypton Factor*. You'll then probably bump into something and lose your bearings completely, head off in the wrong direction and whack the keyboard in uncontrolloable frustration. Well, I did.

A bit of a looker?

On the presentation front *Pyrotechnica* scores quite highly at a first glance, but soon goes downhill as you realise that every level looks the same. It's suited to the polygon environment, and the graphics may be atmospheric, but they don't half get boring after a while.

The SFX and music are okay, but they too can get on your nerves after prolonged playing. Fortunately, there's the ability to adjust their volume, as well as the levels of difficulty. There's also the option of two different view points (one from within the cockpit and the other externally), but you'll only want to use one of them as, using the latter mode, the ship suddenly becomes as easy to control as a recently oiled shopping trolley. Having said this, the game is enjoyable, it's just that after a while it gets a bit boring.

So even though the presentation is above average, the lack of variety will mean that *Pyrotechnica* won't have a very long shelf life. If you're desperate for a 3D shoot 'em up, your best bet is probably

to invest them in something a bit more involving like *Descent* instead. **Z**



SCORE

Another 3D style shoot 'em up but not enough variety to keep you hooked.

Minimum Memory: 4Mb

Minimum Processor: 486

Hard Disk Space Required: Minimal

Graphics Modes Supported: DOS 3.1

Sound Cards Supported: SoundBlaster, AdLib compatibles

Controls: Joystick

Price: £29.99 Release Date: Out now

Publisher: Psygnosis Tel: 051 709 5755



Simoon

the sorcerer



Fall a long way and go
'Splat!'



Admire the pseudo-gothic
architecture!



Meet pirates and take the
mickey out of them!

More laughs that you can shake a stick at

Available during May '95 on PC CD-Rom and in June on PC Floppy Disk. Adventure Soft (UK) Ltd. Tel: 0121 352 0847

adventure soft

Flight Of The Amazon Queen

They just don't make adventure games like this anymore. **Chris Anderson** wonders if "interactive movies" on PC are such a bad thing after all.

(Below) This is the bad guy. Doesn't look very scary, does he?



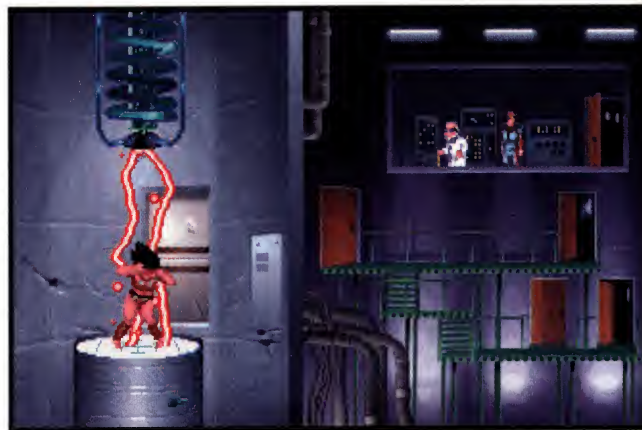
(Below) This is the Pinnacle. From here you can move to the different locations in the game.



PLAYING THIS GAME after sampling the latest batch of photorealistic adventures is distinctly disorientating. I feel as though I've been bundled into a time machine and taken back to a time when the *Indiana Jones* and *The Fate of Atlantis* CD was the talk of the industry. *Flight of the Amazon Queen* has a lot in common with the *Indy* game. The graphics are similar, the main hero has a female sidekick, and the general atmosphere the game creates is spookily similar to the old classic. However, there are a number of ways in which *Flight of the Amazon Queen* differs dramatically to the game that it apparently uses as a role model. Unfortunately, all these differences are negative aspects of the game. What follows is a blow by blow account of how *Amazon Queen* got off to a disastrous start and went rapidly downhill after that.

Renegade presents...

Let's face it, you just can't get away with dodgy presentation in PC games anymore. You can say what you like about the gameplay in PC games not being what it used to, but no one can deny that, graphically, they have come on in leaps and bounds. However, *Flight of the Amazon Queen* has missed the boat as far as the graphic revolution is concerned. When I saw the intro to this game, I was more than a little bit shocked. The characters and backgrounds are badly drawn and the



colours are garish. I wasn't exactly expecting photorealistic backgrounds and characters, but even compared to the original *Secret of Monkey Island* this game looks ugly. This is partially down to the fact that the game was originally programmed for the Amiga, and rather than redesign it for the PC, Renegade took the original code and plonked it on to PC CD, complete with dodgy graphics etc. Consequently, the game looks bland and years out of date. To make matters even worse, the actors who did the voice-overs for the characters sound completely disinterested in the whole thing. The game is riddled with feeble witticisms which were never very funny to begin with and that sound

"Amazon Queen has missed the boat as far as the graphic revolution is concerned."



Nostalgia corner

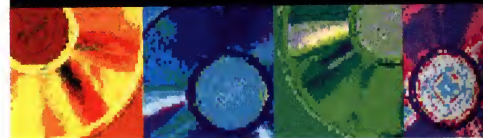
It's finally happened – adventure games as we know and love them are a thing of the past. *Flight of the Amazon Queen* is probably one of the last adventure games we will see that utilises the conventional interface and graphic style we've become used to seeing. Almost every adventure we get in the office now uses digitised imagery or state-of-the-art rendering techniques to gloss up its presentation. Unfortunately, in most cases this is at the expense of addictive and engrossing gameplay. If we're going to be optimistic about this worrying state of affairs, we'll have to assume that the industry is going through a transitional phase and eventually we'll be seeing games with both stunning graphics and true interaction. I hope so, dear reader, because the only alternative is too horrific to contemplate. We could be faced with a new generation of game players who simply do not expect addictive gameplay and interaction, and will be happy to simply sit in front of their screen and watch their games unfold in front of them. Nightmare!

Flight Of The Amazon Queen

CD-ROM REVIEW



(Left and below) Joe travels to many different locations in the game. Shame they all look like they were drawn by Stevie Wonder.



(Below) Once you've learnt Pygmy speak this bloke will cut your hair. Lucky you!



even worse due to some incredibly unconvincing verbal deliveries. It's obvious the same male actor has done the voices for not only most of the male characters but, incredibly, some of the animals in the game, too – approach an angry dog guarding his kennel and you hear some bloke grunting out a rather unimpressive “Grrrrr”. So the presentation certainly won't be winning any awards, as for the game itself...

Indy revisited

The plot puts you in the role of Joe King, a freelance pilot. While transporting a famous actress to the site of her latest movie, Joe loses control of his plane and crash lands in the Amazon jungle. The plane is a total write-off and Joe has no idea where he is or how to get out. After constructing a makeshift raft, Joe sets off to find help, leaving the disgruntled actress and his plane's mechanic behind.

You will soon discover, after messing about in the jungle for a while, that a princess has been kidnapped and everyone is expecting you to do something about it. Unfortunately for the princess, you are unlikely to stay interested in the game long enough to find her and sort it out.

You spend most of your time in the game visiting various locations in and around the jungle, chatting with pygmy types, picking things up, solving puzzles that wouldn't tax anyone who has played a couple of adventures, and generally wandering aimlessly around waiting for something exciting to happen. To say that the gameplay in *Flight of the Amazon Queen* is tedious is something of an understatement. The solutions to the puzzles are so obvious it's profoundly insulting. You never get to a point in the game where you get really stuck. It's more a case of going through the motions in each location until you discover something new, and then off



you go again to the next place, yawning loudly as you go.

Why oh why...

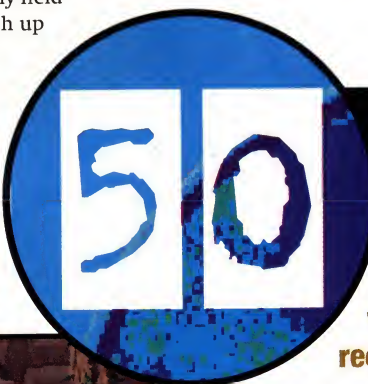
I don't really understand why Renegade has taken on a game like this.

Since most of its back catalogue is made up of superb arcade games from The Bitmap Brothers, *Flight of the Amazon Queen* is the last thing I would have expected to emerge from the Renegade stable. Apparently, the company has been messing about with it for some time now, trying to drag it kicking and screaming into the '90s.

The impression I got from one of Renegade's techy chaps was that the game was constantly held back so that they could catch up with modern graphic techniques, but by the look of things, they must have got bored trying to turn it into something half decent and so decided to sling it out and forget about it. By a spooky coincidence, that's what I'm about to do with it. ☹



(Above) If you've bought this game, you'll realise he's talking about you!



SCORE

Snoozy, dated adventure game with very little to recommend it.

Minimum Memory: 4Mb

Minimum Processor: 386 33MHz

Hard Disk Space Required: 3Mb

Graphics Modes Supported: VGA 256

Sound Cards Supported: All major sound cards

Controls: Mouse, keyboard

Price: £39.99 Release Date: Out now

Publisher: Warner Int.e Tel: 0171 391 4300

At last, a game for smoothies (or is it saddies?).

Chris Anderson goes in search of the rude bits.



Blind Date

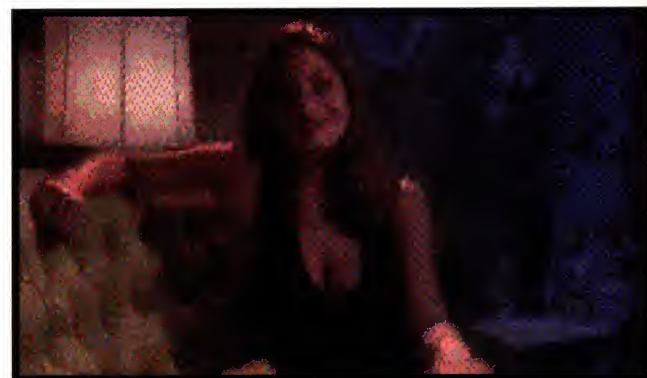
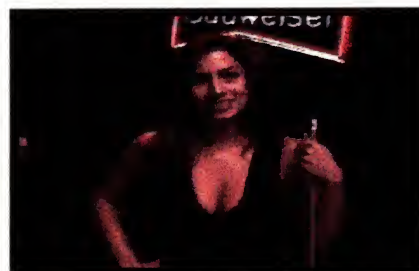
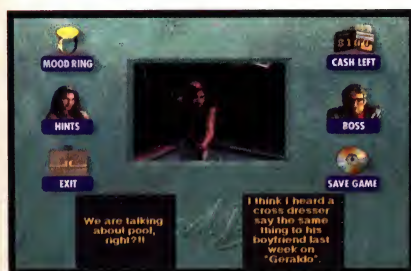


DOUBT VERY MUCH that anyone will be buying *Blind Date* expecting to find a playable game in it, but seeing as it's ended up in the review section, I'll pretend it's a "real" game and go through the motions anyway. If you have ever watched *Blind Date* on the TV and wished that it was you who had to choose from three gorgeous babettes, well hey guys, your luck is finally in because Domark has taken the concept from the TV show and brought it to your PC.

Randy Sandi

Using your boyish charm and powers of persuasion, your goal is to win over a delightful, gorgeous and ultra sexy girlette called Sandi. Initially you'll just be chatting your way into her pad, but finally you'll be trying to persuade her to take all her kit off. To achieve this admirable feat, you must respond correctly to everything Sandi says to you. For example, if Sandi asks you if you think she looks pretty today, you are unlikely to impress her by telling her she's an ugly old ratbag. Most of the time you will find that flattery works wonders, but if you're having trouble getting anywhere with our Sandi (i.e. you're crap), never fear, Sandi will give you handy hints as to exactly what turns her on. You can monitor your progress by taking a glance at the mood ring, which will go green when she's happy, and red when she's pissed off. And so it goes on. Sandi asks you questions, you are given a choice of responses and, providing you take the right path, you will soon reach the end of the game.

(Right) Our female production editor took great offense to the use of the term "funbags" in this screen shot, so she won't let me say anything smutty. Boo!



Rude bits that aren't rude at all!

So much for the gameplay then. On to the rude bits...

...When you reach the end of the game, you are rewarded with a few, very short, soft-porn, Quicktime movies. The video quality isn't particularly good; the girls are not particularly hot; and there is nothing remotely exciting to be seen in any of the scenes.

The biggest surprise of all, however, is that Sandi, the star of the show, never actually takes her kit off throughout the whole thing. Perhaps there's a bit of the game missing or something. Either way, apart from a few genuinely funny moments which had us falling about in the office (some of the answers you can give Sandi are a hoot) *Blind Date* is one of the biggest wastes of CD space I have ever, ever come across.

Somehow I get the feeling that, despite this review, a lot of you are going to rush out and buy it anyway. Well, don't say you haven't been warned. **Z**



SCORE

It's crap!

(Left) I could be really sexist and suggest what she may be about to do with that stick, but we are not that kind of mag, so I won't (snigger).

Minimum Memory: 8Mb

Minimum Processor: 486 or better

Hard Disk Space Required: Nominal for saves

Graphics Modes Supported: VGA

Sound Cards Supported: SoundBlaster and compatibles

Price: £39.99 Release Date: Out now

Publisher: Domark Tel: 0181 780 2222

Armed and Dangerous



APACHE LONGBOW

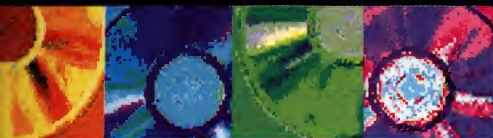
Apache-Longbow...frontline action with unprecedented detail, realism and gameplay. From quickstart free-for-all to demanding real-world missions...Apache-Longbow rules the battlefield - day and night.



AVAILABLE ON CD ROM - £39.99

Digital Integration Limited, Watchmoor Trade Centre, Watchmoor Road, Camberley, Surrey, GU15 3AJ. Tel: (01276) 684959





Any two-player game worth its salt turns the usually mild-mannered, fluffy bunny lovin'

Charlie Brooker into a foul-mouthed, axe-wielding criminal offender. So read on, as the *PC Zone* bods quake in their boots...

SLIPSTREAM 5000



YOU SHITBAG. You turd-encrusted f**klump. Toasted semen biscuit. Tossy arsebag dickhead, good-for-nothing little pus-sucking wanker. I'm going to smash your teeth in. Come and have a go if you reckon you're hard enough. Fish-fisting, butt-munching, portillo-faced, frutage cheeser.

All things I've shouted at rivals during the course of various two-player games. Two-player games, are, as everybody knows, the best, since they a) allow you to compete against a real, live, human being, and more importantly b) give you an excellent opportunity to shout offensive words, like the ones I've listed above, at each other at the top of your voice. Unfortunately for us, however, two-player games are pretty thin on the ground on the PC. Sure, all the *Doom*-a-likes, and a few flight sims support multiplayer games, but unless you've got access to a network of ninja computers, that's about as much use as a rowing boat made of Disprin.

So hats off to Gremlin Interactive for producing *SlipStream 5000*, a futuristic 3D racing/combat game which, as well as being pretty smart for the solo player, features a split-screen two-player mode. Hoorah. Let our joy be unconfined.

Horses for courses

Anyone taking a quick glance at the screenshots could be forgiven for mistaking *Slipstream* for *Descent*. Both games involve a lot of zipping through tunnels, and both place you inside futuristic spacecraft. That's where the similarity ends. Whereas *Descent* was a peculiar hybrid of *Doom* and *Tie Fighter*, *Slipstream* is more like *Road Rash* meets *Top Gun*.

First of all, you choose a character that appeals to you. Since half of them are women with absurdly large chests, this may not be too hard. Each character has a different type of craft, each with its own flight characteristics – small light ones are manoeuvrable but lack

oomph, and the big, scary ones have got oomph in abundance but can't corner for toffee – you don't have to be Dr Stephen Hawking to work out which is which. In fact, you can't be Dr

Stephen Hawking at all, since he isn't one of the characters featured in the game. More's the pity.

Up pops a globe, and a choice of tracks. There are ten in all, each representing a different part of the world. Most of the action in each course takes place in a set of twisting tunnels, but there's also plenty of pretty scenery to see along the way.

The next stage is to customise your vehicle. This is rather like upgrading your PC, since it usually costs more money than you can lay your hands on, and you'll need to win races to earn more moolah. If you have got enough cash, you can make like Dick Dastardly and equip yourself with enough missiles, mines, and turbo fuel-injectors to make Penelope Pitstop soil her knickers with envy.

So, you're all tooled up, and it's three, two, one... go!

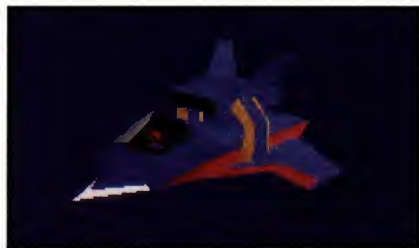
Smooth, mate, smooth

The *Slipstream* engine is really quite impressive. There's plenty of detail, yet everything zips along nice and smoothly. It's one of those games where you find yourself craning your neck to peer round corners, and leaning back in your seat every time

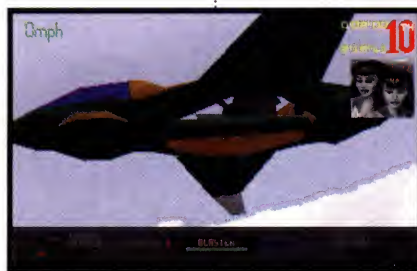
you pull up to avoid a collision. It makes you look like an arse to anyone else who's watching basically (which is all the more reason for a two-player mode really). Those of you with girly (ie not phenomenally expensive) PC's will be relieved to learn that you can fiddle about with all the detail settings until everything's hunky dory.

Some of the levels look particularly gorgeous. Norway is one of my favourites – all majestic glaciers and perilous cliff faces. Egypt sends you hurtling through a set of convoluted corridors inside the pyramids. New York features a picturesque Statue of Liberty, and Tokyo has enough neon lighting to make your eyeballs feel like they've just been rubbed down a sheet of glasspaper. Even France looks nice. Now there's an achievement. The sound's excellent too –

all the other contestants regularly spout insults and threats at you over the airwaves, for instance, and should you skim the surface of a lake or river too closely, you'll be



(Left) The *Slipstream* racers may not quite be up to *Whacky Racers* standard, but they're all fairly whacky designs.



(Below) The Gouraud-shaded polygon thingies in *Slipstream* are some of the fastest and smoothest we've seen in recent months.



SLIPSTREAM 5000 ADULT CONTACTS

Welcome to the SlipStream 5000 dating agency. Please choose your ideal partner from the list. Pay us a £250 contact fee, and who knows? It could lead to friendship, romance, and feverish, bestial rutting.



Malibu
Beach-bronzed, and blonde, Malibu is a hunky surfer dude who'll sweep you off your feet and into his bedroom. Thick as shit, granted, but hey, give him a surfboard and he's, er, a monosyllabic blonde bloke on a plank.



Kin & Gin
Two heads are better than one, and in this case, two heads also equals four outsized breasts. Close your eyes and think of all the saucy hi-jinks you could get up to with this pair of oriental temptresses – if only....

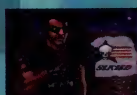


Shaman
Trying to overcome those pesky sexual inhibitions? This raunchy Red Indian is sure to show you "How!". He's got the biggest totem pole in existence. Yes, when you've got Shaman in the

sack, it's a case of Wig-Wam-Thank-You-Ma'am! And that's not all! Um... can anyone think of a cheap innuendo revolving around tomahawks?



Cobra
Why is this man so angry? Perhaps he's just stubbed his toe on a coffee table. Or maybe, just maybe, he's hopping f***ing mad at being cast as yet another stereotypically hot-headed token black character.



Slayed
Slayed is a greasy, raucous, Italian-American tough guy. He's got an eye for the ladies. Well, two, actually. If you count his jap's eye. Which he doesn't, as it happens, because he can't count as high as two.



Isis
Dressed in traditional Egyptian robes, Isis is as mysterious and forbidding as the mighty pyramids themselves. Except that she isn't sort of triangular. And pyramids are. Oh, and she's also never had a deceased king inside her. Hopefully.



Victoria Venice
What's this? A brainy sloane-ranger type? Brainy? That's like having a hygienic French character, for crying out loud. Cuh! I don't know.



Rysho
Yes, girls, if you're on the lookout for a tasty saddle partner, then look no further. Rysho professes to be the "King of the Road". He obviously hasn't realised that *Slipstream 5000* doesn't have any motorbikes in it.



Royce
Aha. An English gent. Stiff upper lip and all that. He sounds just like Roger Moore – and since his expression never really changes, he acts just like him too. Still, better than Hugh bloody Grant, I suppose.



Horst
Ho ho. It's the German bloke and, surprise surprise, he says things like "Achtung!", and generally acts like a "Red Baron". Marvellous stuff.

rewarded with a satisfying sploshy sample. The way the crowd cheers you on as you cross the finish line is particularly inspiring, even if you're finishing in tenth place. Finishing tenth, incidentally, is something you will do many a time – the other racers tend to do a "Shane" and disappear over the horizon with unsettling ease.



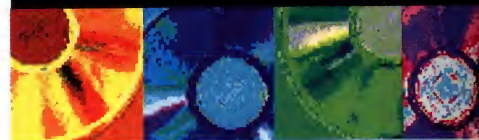
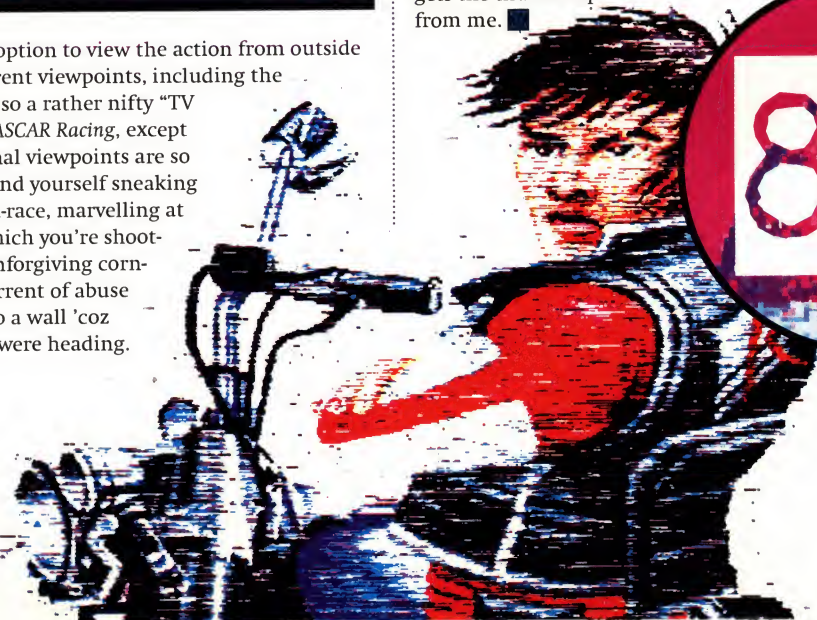
What's more, there's the option to view the action from outside your ship from several different viewpoints, including the obligatory chase view, but also a rather nifty "TV camera" mode, as seen in *NASCAR Racing*, except smoother. In fact, the external viewpoints are so appealing, you'll probably find yourself sneaking the odd look at yourself mid-race, marvelling at the cinematic manner in which you're shooting round a spectacularly unforgiving corner, and then letting out a torrent of abuse when you run slap-bang into a wall 'coz you couldn't see where you were heading.

Two to tango

So then, the two-player mode. Hmm. To be honest, it's not quite as good as I'd hoped it would be. Everything still runs fairly fluidly, but the fact that each player's view is restricted to half of the

screen makes it hard to see what's going on. Still, with a little practice and patience it soon turns into a bit of a laugh-and-abuse fest. Unless you've got a splitter or a second joystick port, however, one of you is going to have a pretty crappy time playing on the dreaded keyboard. Neither of these quibbles are Gremlin's fault, though, so I can't hold it against them. There's also the option to play head-to-head via a modem or serial link, or even up to eight players on a network.

So, the headlines in brief: it's a rootin', tootin', shootin', racin' game. It's nice to look at and listen to, and it's fun to play. Perhaps a little too simple for some people, but for anyone else who fancies a bit of good, old-fashioned fun, it gets the thumbs up from me. ■



(Above) The fabby-whizzo NASCAR Racing-style replay bits are, er... absolutely, totally fabby-whizzo.



88

SCORE

Racy, pacey, spacey. And it's got a two-player mode. Nice one.

Minimum Memory: 4Mb

Minimum Processor: 486 33

Hard Disk Space Required: Minimal

Graphics Modes Supported: VGA

Sound Cards Supported: AdLib, Roland, SoundBlaster

Controls: Joystick, keyboard, mouse, modem
serial network supported

Price: £39.99 Release Date: Out now

Publisher: Gremlin Int. Tel: 01742 753423



(Right) Isn't the scenery really lovely?

(Below) The variety of moves on offer isn't quite up to the *Mortal Kombats* of this world, but there are some smart, snotty green, gooey, special attacks.



"It's French and it's violent," we said. "It's Eric Cantona," Paul Presley said. "You're fired," we said.



Warriors

HMM, DILEMMAS, dilemmas. I have a problem with *Warriors* for the following reason. It has two things going for it – it's French and it's a beat 'em up – and it has two things against it – it's French and it's a beat 'em up. What's an honest reviewer supposed to do?

Putting aside the humorous xenophobia for the moment, let me concentrate on my real problem – the fact that it's a beat 'em up. Now, I know that thanks to games like *Mortal Kombat*, the fine art of violent disagreement has become the gaming phenomenon of the '90s, but I have to confess that I never boarded the beat 'em up bandwagon. It all seemed somewhat pointless to me. In fact, I'll go further, I positively abhorred the things. I would take every opportunity to poison your otherwise delectably open minds away from them. "Feel free to express opinions," I'd cry. "Challenge the state, oppose injustice and make a stand for what is right. But should I find you dabbling in the murky twilight of *Street Fighter II* then please banish yourself from my sight as I have not the energy to do it for you."

So it is with a heavy heart and a head bowed in shame that I

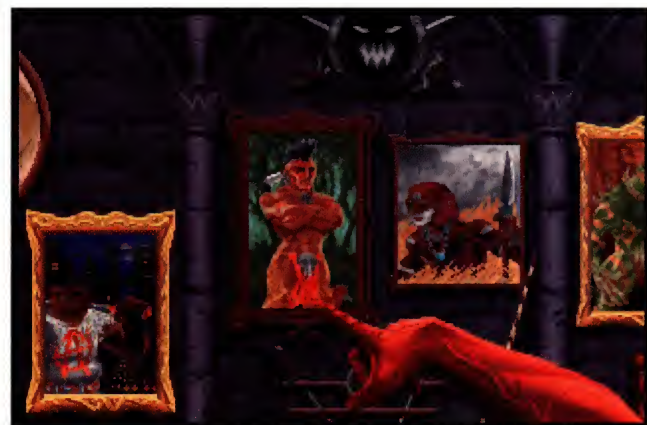
write the following sentence, a sentence that will reveal me for who I really am, and that, hopefully, will cause you to lay siege to the PC Zone office, demanding my head on a platter for betraying you all. *Warriors* is rather good actually. There, I said it. Do with me as you will.

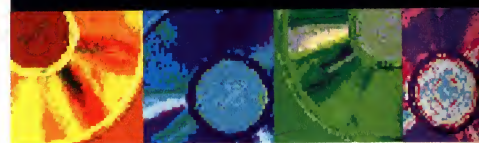
It ain't what you do...

In fact, *Warriors* is rather splendid, actually. I'll confess that I have not played the PC versions of *SFII* or *Mortal Kombat*, so I cannot, sorry, cannot say whether it's as good as either of them (hence the lack of an "In Perspective" box on these pages), but I can tell you that as combat games go, *Warriors* is fast, fun, frenetic and hugely enjoyable. What's more, it's thoroughly playable from the keyboard. No really. Instead of relying on a thousand different fire buttons for a thousand different types of attack, you're just given your four basic movement controls and two attack buttons, and through a combination of position to your enemy, current on-screen action and combination keys pressed, you can perform a bewildering array of moves.

All of which seem impressively intuitive, too. Normally when I've dabbled with a game in this genre, my tactic has been to push as many buttons on the control device as possible, desperately hoping that I'll survive (not that I ever do). In *Warriors*, though, it's a very different kettle of piscis. For example, when I perform a flying forward kick followed by a three-hit combination move, ending up

(Below) What makes this really different is that the scenery is sort of interactive. You can hang on to various bits of the ceiling and dangle.





(Left) Some of the characters seem to display a disturbing tendency to have legs and feet growing out of their ears. Weird.

(Below) The cut scenes are quite nicely drawn, but the graphic style is very different from the in-game graphic style.

with a special move to the head, it's because that's exactly what I intended to do (and that I'm playing in two-player mode without an opponent to make sure I don't get hit back).

Perhaps that's why *Warriors* appeals to me where so many other beat 'em ups don't. That feeling of being in control and knowing what you're doing. For once I don't feel lost. Thoroughly outclassed everytime I play another human, but never lost.

It's dot-tabulous, mate!

Much has been made of the graphics and the new "Bio Motion" techniques. Apparently the characters in *Warriors* have been made up of dots rather than polygons, allowing them to have a much more realistic feel and look. Well this means little to me (you could have told me that they'd been made of blue cheese for all I know), so all I can say is that the characters do look very impressive in the high-resolution SVGA mode and not-at-all-bad-yet-slightly-blocky in low-res VGA. They certainly look better than the various characters in other games, but I've a feeling this is going to be a matter of personal taste. I've already heard several people saying that they don't like the look at all, while others have practically dehydrated due to over-salivation.

What really impresses me is the music. 14 heavy metal (or hard rock at the very least) soundtracks can be played directly from the CD or used as background music during the fight. As with the game type itself, I've never really been a "metalhead" (not having had any body piercing, tattooing or having ever been to the mud pit that is Donnington), but the music really suits the game. Frantic guitar playing just seems so right when you're putting your fist through the eye socket of an opponent.

Codes, secrets, cheats and (anag.)

As you'd expect, *Warriors* has all the usual secret moves, hidden extras and so on, that have become *de rigueur* for this type of game. A special cheat menu is available (on finding the right password, of course - keep watching the *Troubleshooter* skies), allowing access to extra characters (including a bizarre gnomish gardener and a play-



boy bunny, yes you heard me right), different game modes and even a rotating 3D *Virtua Fighters* playing area.

Each character has various special moves and optional weapons (baseball bats, tomahawks, grenades etc.), some of which are detailed in the manual, others of which you have to discover for yourself. Perhaps most impressively of all are the, ahem, "interactive backgrounds". Basically these are things like outcroppings you can hang from or rocks you can jump off, but they all help to add an extra blob of icing to an already overly-sweet cake.

Like I said at the beginning, I've never been much of a beat 'em up fan but *Warriors* has won me over. As with most of the French games we see in this country, it oozes playability and style (whatever we might say about them in this magazine - you know we don't really mean it), and the overall impression is a beat 'em up that actually has a little bit more thought behind it than just, "How can we keep the kids hooked until the sequel and the merchandising appears?" Of course, Atreid will probably go and ruin it now by producing a vacuous sequel with the word "Turbo" in the title somewhere, but that's a fight for another day. ☒



SCORE

France's
second best
fighting star.

Minimum Memory: 4Mb

Minimum Processor: 386DX 33Mhz

Hard Disk Space Required: 28Mb

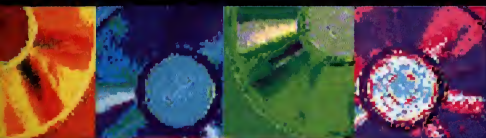
Graphics Modes Supported: VGA/SVGA

Sound Cards Supported: All major sound cards

Controls: Keyboard, joystick

Price: £39.99 Release Date: June

Publisher: Mindscape Tel: 01444 246333



PC
ZONE
CLASSIC

Full Throttle

Patrick McCarthy was once caught with his hands on the *Andrex* puppy's throat, trying to choke it to death. In our book, that makes him the ideal man to review *Full Throttle*. (Even if he only managed a Half Throttle).

A galaxy of stars



Ben

You. The main man. The leading character. Our hero. Looks like a cross between Gregory Peck and Desperate Dan; talks with a tremendously cool voice that makes

Orson Welles sound like Paul Daniels. A man's man; a gang-leader; opens doors with his boot and has a chopper the size of the Amoco Cadiz. (His bike. He's talking about his bike. Ed.) Shame he's named after a Michael Jackson song.



Maureen

Depending on which character you're listening to, this woman's name is either Maureen, Marine or Moron. She's a mechanic, good at fixing anything, from a

toaster to a Roadster. She also has the hint of a suspiciously familiar tattoo poking out of the

neckline of her shirt, which seems to suggest that (a) she might once have been (gasp) a member of the evil Vulcan gang, (b) that she has a ridiculously high pain threshold in the breast area, and (c) she's the only cast member who could get a walk-on part in *Once Were Warriors*.

Maureen aka Marine aka Moron helps you early on in the game, and then you try to help her. One thing you can be sure she won't be doing is snapping her stilettos and fainting all over the place during chase scenes.



Adrian Ripburger

Weird-looking bloke, with a voice almost as deep as Ben's, performed by Mark Hamill. I've never understood this, actually. Mark Hamill's a good voiceover artist because you can't tell it's him doing the talking... er... so why have him anyway? Anyway, Ripburger is up there challenging for the Olympic

title in the all-round bastard stakes – the kind of man who thinks nothing of smacking a pensioner to death while he's struggling to do up his flies. (The pensioner, that is. The other way would be too disturbing a prospect to contemplate.)



Malcolm Corley

The lovechild of Michael Heseltine and Germaine Greer, Malcolm Corley was understandably screwed-up as an adolescent and fled to the USA to become a crazed

outlaw biker. Later, he started his own motorbike firm and became a multimillionaire, with only his peculiar looks to remind him of his parentage. Resistant to Ripburger's attempts to stop him making real bikes with wheels. Thoughtlessly refused to allow the Heseltine/Greer genes to die out, and sired Maureen. Has nothing but contempt for non-biker swine Ripburger – thinks he should start a publishing company instead.

(Right) Even way into the future natural selection has failed to wipe out fat, ugly, bald dudes from the gene pool.

(Far right) There's nothing like the thrill of getting your chopper out in the open...



DISAPPOINTING as it will be to many of our readers, *Full Throttle* has very little to do with lovingly fingering the Adam's apple of a pекinese, or getting your hands firmly clamped over the windpipe of a King Charles spaniel. In fact, the popular sport of fluffy dog-strangling doesn't

make a single appearance in the game. Instead, the designers have seen fit to set the game in the more tawdry world of motorcycle gangs, with all its accompanying smelly leather clothing and dodgy personal habits. Regular readers of *Throttling News* and *Itchy Thumbs Monthly*, the consumer lifestyle magazines for those who feel the need to squeeze on a regular basis, may now return this magazine to the newsagent's shelf and depart.

Right, who's left? Oh, only you three. Ah, well. Okay then, here goes. *Full Throttle* is set in the near future. In other words, it's the future, but not as you imagined it at the age of ten. People have not yet taken to walking about in Bacofoil suits while robots do the washing up or allow you to have sex with them (while they're doing the washing up). That's not to say that

people's lives are the same as they are today. Many things that nowadays we take for granted are radically different – the bad news is that the quality of television has deteriorated to the point that *Baywatch* is looked on as hard-hitting social realism. The good news is that Noel Edmonds is dead.

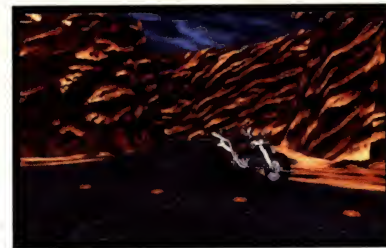
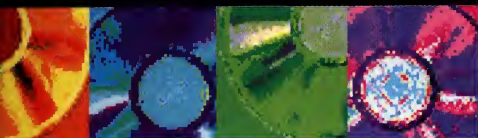
Lollipop men

But it's in the area of private transportation that things have altered most noticeably. Wheels are a thing of the past. Designers have done away with those round, confounded nuisances that

judder so badly when you hit a lollipop man, and all road-going vehicles now hover impressively a good couple of feet above the ground. (In fact, if you hit a lollipop man with one of these things, you would come away with a new bonnet ornament of an interestingly pink and floppy design.) Did I say *all* vehicles? Make that *almost* all vehicles... one company, the heroic

Corley Motors, still makes good, old-fashioned, stonking great motorbikes with big, fat wheels, complete with spokes and tyres and all that old-fashioned nonsense.

**"People have not yet
taken to walking about
in Bacofoil suits
while robots do the
washing up"**



Malcolm Corley, the founder and chief executive of Corley Motors, is the reason that their bikes still look like bikes, and not like big metal hovering slugs. An ex-biker dude himself, he still has set ideas about what a bike consists of and how it should look, and still gets excited when he sees fast bikes (although not as excited as Marianne Faithful got in *Girl On A Motorbike*. I don't know what she was sitting on in that film, but it must have been good to make her pull those faces.)

Anyway, Adrian Ripburger, the vice president of Corley Motors, has never been on a motorbike in his life, thanks to a debilitating inner ear condition. Yeah, right. Complete lack of cojones, more like. Ripburger, the soulless, deviant son of a scum-sucking cockroach that he is (sorry, I get really into these plots), wants to change all this "real bike" nonsense. Bikes without wheels make more profits; it's probably something to do with the world spoke mountain, or the chronic shortage of trained rimmers. And if bikes without wheels make more profits, that's what Ripburger wants to make. He's already laid off 98 per cent of the work force, cancelled lunch breaks and introduced hard toilet paper in the name of streamlining productivity. Corley says that Ripburger will introduce the latest proposed changes over his dead body. I think we all know where this is leading...

Escort agencies

That's where you come in. You're Ben, the leader of the Polecats; the hardest, dirtiest, most terrifying gang of all. You are the leader, despite your name. But then look at your second



(Above) If that jaw gets much bigger Ben'll never see his chopper again.

(Above left) You wouldn't hit a man in glasses, would you?

in command - his name's Darrell. (Snort.) Anyway, since you're the hero, you also have a streak of decency in you and some pride.

You're in the Kickstand bar with your pals, having fun breaking pool cues over the heads of Japanese tourists, or something. In comes old man Corley, and you've just started chatting about the days when he never washed his jeans, when Ripburger approaches you to see whether your gang would be prepared to act as an escort to the Corley board meeting. You say no, but he tricks you outside, you get smacked over the head and, before you know it, you're knee deep in shit. Your gang's heading off to be ambushed by the treacherous Ripburger, the old man's life is in danger, and you're just about to find out what it's like to ride one of those bikes without wheels - well, without one wheel, anyway. Your bike's been got at and it's time to taste tarmac.

Cool Interface

From then on, things develop pretty much as they do in previous LucasArts point-and-click adventures, and, if you've played any of them from *Monkey Island* onwards, you'll find yourself on familiar ground.

The method of playing is always the same: pick up everything you find, keep them in your inventory, maybe combine them with other disparate things to



(Above) The Polecats' gang patch doubles as a control icon.

(Right) Click on the skull and crossbones and you can use the object behind it.





(Left) Naah, mate... it's yer shims. Sealed unit, guv. I can fix it, but it'll cost yer, etc, etc...

(Below) Your mother always told you you'd be better off with a nice Ford Fiesta.

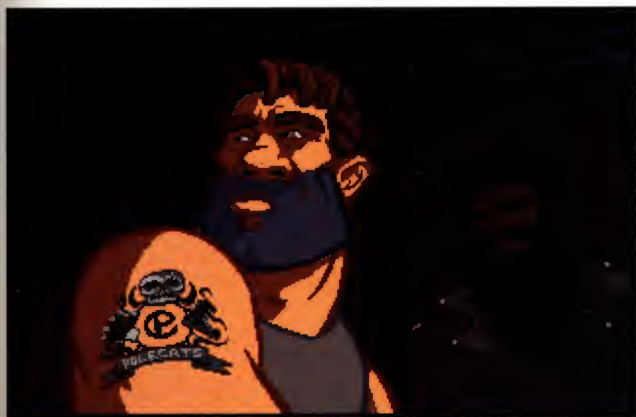


make something new, laugh at the dialogue (except if you're playing *Day of the Tentacle*), get stuck... you should know the form pretty well by now.

One of the things that has developed from game to game is the control interface, and this version is different from the one seen in *Sam and Max Hit the Road*. Instead of clicking through a series of icons to get to the one you want, the icon itself is subdivided into different active areas. It takes the form of a biker tattoo, and doubles as the Polecats' gang patch, even appearing as a tattoo on the arm of one of the gang members. Hold the left mouse button down over an interactable object and the icon appears; move the cursor over the part you want, watch it animate for a second just for fun, then release the button and bob's your haircut. The boot kicks (which is handy for opening doors and checking tyre pressures) the hand picks up, uses and punches; the eyes of the skull examine and the mouth talks, tastes, bites, sucks or whatever. The inventory is equally bikerish, taking the form of a skull with your stuff held in its mouth. The whole thing's a lot quicker to use than the one in *Sam and Max*, which had the in-built annoyance factor of clicking past the icon you wanted to use so that you had to cycle through them all again.

Cool animation

The game looks good. There are more scenes for you to sit back and watch than has been usual to date in a LucasArts point-and-click adventure, but the quality of animation is very high. In some places, it's like watching one of the better anime films: a high number of angles are used to tell a particular part of the story, with little repetition of shots. The effect is cinematic without being boring. But don't worry, there's still plenty of puzzling to sort out. And, as usual, the humour is there. Not as much as in *Sam and Max*.



The gangs

Your passage around the highways and byways of the Land of the Free will frequently be obstructed by dangerously violent nutcases riding about on enormous bikes, armed to the teeth and ready for fisticuffs – along with bootcuffs, chaincuffs and tyre-levercuffs. That's okay though, because you too are a dangerously violent nutcase on an enormous bike, armed to the teeth and ready for fisticuffs, bootcuffs, etc, etc...

The Rottwheelers

(Obviously this top-notch joke name couldn't be fitted into *Day of the Tentacle*). These people will stop at nothing for a fast buck – they have no morals, no code of conduct and no style. If biker gangs were football teams, this lot would be Wimbledon. If they were films, they'd be *Terminal Velocity*. Like their namesakes, they spend more time than is healthy licking their own gonads.

Vulcans

Hang on a minute. This lot will stop at nothing for a fast buck either – and that includes manufacturing really crappy coffee mugs in the shape of the heads of the crew of

the SS Enterprise, because sad Trekkie bastards will buy anything. But they also own their own patented turbo motorcycle boosters, which may come in handy for something. Oh, and Maureen used to be one, which explains her tattoo.

Cavefish

Cavefish have lived underground for so long they've developed really weak eyes (that's their excuse, anyway) and need special glasses to see. They emerge to ambush vehicles, which they turn into decorative ashtrays for sale on a door-to-door basis by YTS trainees. They also hold strange rites in which they worship large engines, sacrifice spark plugs and sing the theme tune to *Top Gear*.

Polecats

So called because they never wash, never change their pants and wouldn't recognise a bar of soap if they sat on it naked. Their distinctive aroma is useful for getting a tube carriage to themselves, but that's about it, really. They're probably really good at *Doom*, though. Oh, and you're the leader of the Polecats. And to think you fancied your chances with Maureen the welder.



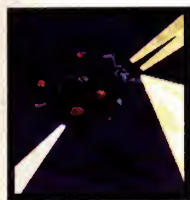
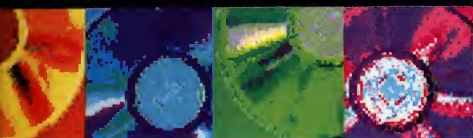
Famous gangs of our times

A lot has been made of gang culture lately. Rampaging gangs of bikers, LA and Chicago street gangs and murderous Maori tribes are all very well, but perhaps the most infamous and violent gang of all was the Duffel Coat Gang, which roamed the streets of London in the mid-'70s.

The most hardened villains lived in fear of this evil collection of motley individuals, brought together by their love of hardcore violence and wooden toggles. They terrorised the whole of the south of England for many years. A college scarf would snake out from a darkened alley to fasten itself about the

victim's neck, and they would be dragged into side-streets and given a terrific hiding. The desert boots raining down on their bodies were so soft and useless that it took ages to really beat them up; it was the sheer length of time it took to get duffed up that really struck terror into the hearts of the people.

No one ever knew what happened to the Duffel Coat Gang. Its attacks stopped as suddenly as they'd started. Some said that the gang killed each other in a fit of blood-lust; others, that they entered into a bizarre suicide pact; others still, that their desert boots simply wore out. The mystery was never solved.



maybe, but there nonetheless. A lot of it is in the main character's deadpan delivery and hard-as-nails dialogue, but sometimes it's just in his responses to your attempted actions. Click on the mouth icon and an unsuitable object, and he says, "I'm not putting my lips on that." It's funny when he says it. Like the CD-ROM version of *Sam and Max*, this one's a talkie all the way, and the quality of the recorded dialogue is so good you won't need to switch the optional speech display on. Anyone who played our recent demo of the game may be a little disappointed to learn that Ben no longer says "Cool bike" when you ask him to look at his bike; "Cool ramp" when he looks at a ramp; or "Cool fridge" when he looks at a fridge. I know that I was. Ah, well. The sound effects are good, with all the bikes sounding suitably meaty, and the in-game music is appropriately guitar-orientated. Well let's face it, they could hardly have James Galway, could they? You can't have a gang of wild bikers thundering down the freeway while James gives *Ace of Spades* some slipper on a penny whistle.

That's about all there is to say, really. The only fault I could find with *Full Throttle* is the element of frustration in the lengthy combat section of the game. I don't know how much anyone buying a point-and-click adventure even wants a lengthy combat sequence. Apparently the LucasArts bods thought that since it was a biker game, you might expect to do a bit of actual biking behaviour. This is true, but they might have spread it out a little more throughout the game instead of sticking it all in one big lump. Other than that, the game looks and sounds great, has plenty of entertainment value and the usual well-judged difficulty level. **Z**



SCORE

Cool game.

Minimum Memory: 8Mb RAM

Minimum Processor: 486DX 33

Hard Disk Space Required: 0.7Mb

Graphics Modes Supported: VGA

Sound Cards Supported: All major Roland and SoundBlaster cards

Controls: Mouse, keyboard

Price: TBA Release Date: Out now

Publisher: LucasArts/Virgin Tel: 0181 960 2255

Fun with face-painting

In the last LucasArts offering, *Sam and Max*, relief from all the adventure puzzling was provided at irregular intervals by arcade elements that required a certain amount of nous and/or hand/eye coordination to complete successfully, like, for example, the *Gator Golf* game. With *Full Throttle*, the biker theme means that you get a reworking of the popular pursuit promoted in EA's fabbo *Road Rash*. In other words, you spend a fair amount of leisure time exchanging blows with members of rival bike gangs in an attempt to have them paint new stripes along the tarmac with the skin from their faces. It's all mouse controlled – the right mouse button chooses what you're going to hit someone with, and the left actually hits them, while moving the mouse steers the bike itself.

At one point in the game there's a whole section of fighting, the successful conclusion of which is essential to your progress in the game. To help you in your pummelling, you can hit

people with everything from a chainsaw to a tyre lever. In fact, you could look on it as an updated version of that old scissors/paper/rock game, only at 90mph on motorbikes. For example, if they're trying to hit you round the ear with a chain, sticking a tyre lever in the way avoids the blow by wrapping the chain around it; if they think it's funny to whack you in the teeth with a plank of wood, the chainsaw may well discourage them. (For "discourage them" read "leave them lying at the roadside clutching their own stomach lining and spitting bike.")

The thing is, though, you can only get these weapons by winning them from someone else; but you can also lose them in a fight, and you can't save the game in the middle of a fight.

The other thing is that, to progress in the game, you have to beat up a Cavefish to get a pair of their fancy goggles, and a Vulture to get a turbo for your bike. The problem here is that, different gangs have to be beaten in different

ways. For example, the Cavefish need a mace stuck on the end of a plank of wood just to reach them (they ride hunched low over their front wheels, and if you go any nearer they squirt oil on to your tyres); and the Vultures need to be hit quickly with something effective (like a chain) before they switch on their turbos and disappear.

You can save the game by leaving the fighting area and driving elsewhere, then returning, which helps you to keep all the weapons that you collect. Nevertheless, it takes a while to work out what weapon works best against what enemy (I've just saved you a bit of time there) and then to get the weapons by beating the right people up. It's time-consuming and, at times, more than a little frustrating. The only easy targets are the ones you don't need the stuff from and, of course, the stropky biker chicks, who seem to be there purely as knuckle-fodder.



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(Minimum freaks.)



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Like women, money, sex, work, sport, travel, health, food, cars, relationships, clothes and drink for starters.

So why pump iron when you can get your pulse racing just picking up Maxim?

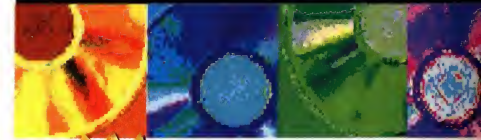
Issue 2 on sale 11 May.



A Dennis Publication

The new magazine for men.

Why be humiliated by wizened old men or spotty swots at your local chess club? Stay in the warm and get walked on in the privacy of your own home. **Mark Burgess** checks out the latest chess game from France.



Virtua Chess

WHEN I went to the computer chess championships last year, all the programs had very simple displays. Some of them only showed text of the "Qg8 + Rxc8" variety. One didn't even have a display at all; it used the display of its opponent. Some chess programs still strut their macho pretensions. *Fritz* and *MChess* seem to be saying that real chess programs don't have 3D displays. But they do. The revolution began with *Chessmaster*, which in its latest incarnation (*4000 Turbo*) filled the screen with windows. Then there was the much maligned *Kasparov's Gambit*, where a digitised video of Uncle Gary popped up in a window to shout at you if you went wrong.

Both of these games were strong players and sent out the caring '90s message: you *can* be good and cool-looking. And now here's the latest chess program to show off its designer threads – *Virtua Chess*, from Titus.

Opening moves

Virtua Chess kicks off with a 3D intro that you wouldn't have believed possible on a PC. It isn't – the sequence was done on a Silicon Graphics machine. The default display is simple: the board, the clocks, a thinking window, captured pieces and move list. A modified War Room set up. Click the right mouse at the top of the screen and a menu bar appears. This is where you open, save or start new games. It's where you change the appearance of the pieces (more of that later) and where you change the appearance of the board (much more about that later). You can choose to have the menu always at the top by running *Virtua Chess* with the /MD switch in the command line.

There are two main levels of play: beginner and novice. The only real twiddling you can do is by selecting seconds/move, moves/hour or minutes/game. You can alter the internal parameters of the AI engine by making it more aware of pawn structure, king threats or mobility. The last prevents the engine from falling into the "bad bishop" trap which can fool other programs. But two main levels is a very small number. *Kasparov's Gambit* has no less than

(Right) Swoop and zoom around the magnificent 3D board of *Virtua Chess*.

(Below right) Lots of windows and lots of nested menus – but it's still easy to use.

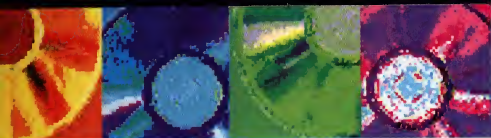


37 computer opponents with ELO ratings from 800 to 2800. And you can edit any of the existing opponents and create your own. *Chessmaster* goes even further with a veritable cast of the woodpushers, the kamikaze and the anal retentive. Again, you can edit the opponents to just the right level for you to humiliate them.

Virtua Chess does have some adaptability in that a sophisticated AI engine will adjust play as the game progresses. So if the computer thinks you are out of your depth, it will go gently. This is actually a very powerful feature, but, at the same time, quite an unnerving one. No human player (and you have to go against them sometime) will do this. On the beginner level, it will highlight the squares you can move to. Novice restricts the computer to one move ahead and Standard means that it will try its best to beat you.

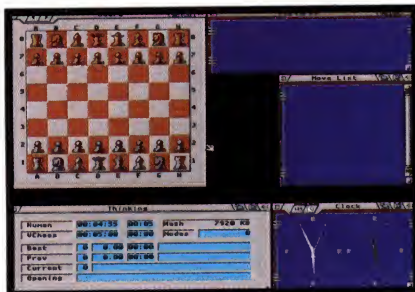
Virtua Chess' best is very good. It isn't as tough as *Chessmaster* and it isn't as subtle as *Kasparov's Gambit* (and I mean the upgraded





(Right) Most will opt to stay with the War Room set-up since it's clear and informative.

(Below) Virtua diagnoses your openings from a massive library of moves. You might even surprise yourself.



Gambit, not the terrible first version). But it will still beat you with depressing regularity. *Virtua Chess* is good at ignoring temporary positional advantage for the fastest route to victory. I got caught out a number of times as I plodded about with my English opening. Not interested in a four-Knights game, the computer launched a charge of the light brigade thingy Queenside. Painful.

Whistles and bells

Okay, it plays well, albeit with a limited number of opponents. But what does it look like? There's no point having a CD unless it gives your multimedia PC a workout.

The intro sequence is brilliantly done and boasts Pearl and Dean type music. Actual sounds during the game are kept to a minimum. The computer will announce captures, check and checkmate. In some incarnations of *Chessmaster* you can have background music, and in another you get Karpov's word of wisdom. *Kasparov's Gambit* has the man himself sneering at your less well planned moves. I agree with *Virtua Chess* that chess is best kept silent.

Visually, this is one of the best programs. The default war room set-up is excellent. There are four sets: Staunton, Modern, Pro and Inca. That's enough for anyone. Most will find themselves playing with the standard Staunton set anyway. The board can be 2D or 3D. The 3D is very impressive. You can rotate the whole board through

any angle. The pieces are made of smoothly drawn polygons.

You can print the board and move list, but *Virtua Chess* only exports files in its own weird format. Most programs allow the Chess-Base format and all will export as ASCII.

Other display options toggle board co-ordinates and change notation to either algebraic or co-ordinate. The old style positional notation isn't available, although you need it to understand, and enter games from, many classic chess books.

When it comes to analysis, it's the same story. *Virtua Chess* does things very well but, sadly, it doesn't do as many as other programs. Analysis can be simple help or find mate. Find mate works on either brute force or selective. At the beginning of the game, the

computer will identify your opening and tell you what it is. This is a useful clue as to what you're supposed to play next and, of course, what the computer thinks you are going to play next. It's all good stuff, but there is no natural language analysis like you get in *Chessmaster*.

I liked *Virtua Chess* and it offered a good game. But there is a lingering doubt in my mind about its direction. It looks wonderful, but so do other games. It's difficult to see what qualities *Virtua Chess* has over other chess programs. On every score - number and level of opponents, file options, even modem play - you can think of another game that has done the same thing. You can play it directly from the CD, of course. But that's one hell of a thing to have as a unique selling point. ☐

**"On every score - even
modem play - you
can think of another
game that has done
the same thing."**



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Psycho Pinball

Patrick McCarthy only ever had one pinball joke, and he's used it so many times in recent months that even he feels guilty about using it again. You probably wouldn't notice it anyway.

THE CODEMASTERS have had a lot to answer for over the years, what with churning out all those cheap games under the guise of being people's champions; uppermost in the list of their crimes were all those dull platform games with an egg in them. Don't they know the terrible associations that most disturbed people have with eggs? Have they never read Freud? Her cookbook delved into it all very thoroughly, and made me vow never to go near the things again.

The one critically-acclaimed game it ever made was Micro Machines, however, and it has to be said that that, at least, was pretty good. Which is good news as far as this one goes, because it's made by the same team. They're obviously pinball fans themselves, because they've apparently spent a lot of time making sure that the ball reacts appropriately according to whether it's bouncing off metal, wood, glass or the player's teeth.

One in 20,000

Like the other 20,000 pinball games available at the moment, gameplay is firmly in the '60s style, with lights to be lit, slots to hit, metal rails to roll down and all that malarkey. One "bonus" I simply can't understand, however, is the simultaneous two player mode, where one player controls one flipper each. Why on earth do they

think anybody would be interested in playing in that way?

There are four tables: Wild West has a cowboy theme — robbing the bank, blowing up the jail, riding through Indian encampments shooting children, etc. Funfair devotes itself to the exotic world of fairgrounds: being bullied by tattooed ride attendants, throwing up candyfloss over your first girlfriend, having all your pocket money nicked by big kids with knives, and so on. Trick or Treat has a Hallowe'en theme, but without the kids in bin-liners and Mikhail Gorbachev masks, carrying guns; and The Abyss is an underwater number — a masterly evocation of the time you felt that mermaids' scales at the office party, and it comes complete with a gorgeous calypso theme tune that experts in the office claim is a vicious Little Mermaid parody. Each table has a bonus sub-game: Blackjack, Find The Lady, Shoot The Ghost and Hook A Big 'Un. Can you spot which sub-game fits with which table? Answers on a postcard to the usual address, please. The first correct answer will receive a ball-bearing.

The sound of music

The sound effects and music are both good, and loud enough to pretend you're down the end of a pier, surrounded by misfits in cheap blue motorbike jackets. The ball movement is slick. My only reservation is with the price. The CD-ROM version has enhanced music, which you'd expect, but a lot of other stuff that you don't really need: rendered table routines showing a ball whizzing about; animated faces that pop up at the start and end of a game, squawking at you. Neither have any effect on the pinball game itself and don't really justify the extra fiver. Why should you have to pay for nice but unnecessary bits when all you want is a pinball game, eh?

This aside, though, *Psycho Pinball* is one of the best pinball games around. **Z**



SCORE

Good pinball game, shame about the "extras"

Minimum Memory: 4Mb RAM

Minimum Processor: 386SX/25

Hard Disk Space Required: Minimal

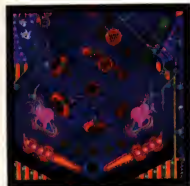
Graphics Modes Supported: VGA, SVGA

Sound Cards Supported: All major sound cards

Controls: Keyboard

Price: £44.99 **Release Date:** Out now

Publisher: Codemasters **Tel:** 01926 814132



(Right) Very colourful and, er... pinball table like, aren't they? Hmm.



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(Right) All the buildings have been redrawn to fit in with the new snowy backgrounds.



MAGIC CARPET HIDDEN WORLDS

"I am The King Of All Carpets," sang **Chris Anderson**, until we gave him Bullfrog's new mission disk for *Magic Carpet*.

DESPITE BEING HAILED by the press as a stunning masterpiece when it was first released, *Magic Carpet* was the subject of controversy in PC gaming circles (ie you, the punters, could not agree on a few rather important aspects of the game). Certain cynical types looked at it and said, "Well yes, it looks lovely, but wouldn't you say the gameplay is a tad simplistic?" Even as I write this, one of the people in our building is playing the *Hidden Worlds* data disk on a machine across the room. He's never played *Magic Carpet* before and someone's just asked him what it's all about. His reply is: "You fly about and shoot things." This is exactly what you would expect to hear from someone playing the game for the first time. More experienced "carpeteers" will know there's a lot more to the game than that. For anyone who hasn't played the original game, here's a brief explanation of what it's all about...

Carpet history

The game is played out over 50 worlds (levels). Your task, as do-gooder wizard extraordinaire, is to restore each world to the state the good Lord (or somebody like him) meant it to be in. You achieve this by collecting mana. You build castles to collect the mana in, and you can get mana by killing the many nasty creatures in each world, or by nicking it off other wizards when they're not looking. As you get more mana, you can make your castle bigger and eventually it will become big enough to have its own guards to defend itself with.

Yes, okay, the game involves shooting things a lot, but before you can get involved in that, you need to find something to shoot things with. You start off with a fireball spell, which looks cool when you use it but won't do any serious damage



to the tougher monsters. If you really want to kick butt, you'll need to start stocking up your inventory with as many powerful attack spells as you can find on the levels. As luck would have it, better

spells can usually be found lying around the worlds, but you've got to get to them before any opposing wizards do or they'll come chasing you with kick-ass, blow-up-whole-universe-type spells and you're history. Some spells are hidden with an invisible lock which you'll need to break before you can see them.

That's about it, really. You go through the game restoring each world, fighting off

rival wizards, collecting mega-spells, building up your castle and killing lots of monsties. It starts off very simple but, by the time you've got halfway through the game, you will find that *Hidden*

"...you will find that Hidden Worlds is more of a strategic challenge than just a simple shoot 'em up."

(Right) There's lots of spells lying about at the beginning of level one. Just as well too - you'll need all the help you can get.



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(Left) Surprisingly, with crater spells you can make big craters in the landscape.

(Bottom) This is the sky. (Oh well done, Chris, Ed.)



Worlds is more of a strategic challenge than just a simple shoot 'em up. If you don't use your spells wisely, you'll end up wasting precious mana and find the level you're on impossible to complete. At the same time, you need to keep an eye on what's going on in the world you're in and outwit your opponents at every turn.

Hidden Worlds, as you would expect from a mission disk, is pretty much "more of the same". Here's a run-down on what's new...

I'm dreaming of a...

To start with, all the landscapes are covered in snow, with icy patches and glaciers around the place. The castles and buildings have also been redrawn to fit in with their new environment. In terms of gameplay, with the exception of a new Homing Meteor spell, the only things that have really changed are the monsters and enemy wizards who have got much, much, tougher.

Finding the powerful spells early in the levels is now of paramount importance because these bastards are a nightmare. This mission disk has obviously been written for that bloke in Bognor Regis who managed to complete all 50 levels of the original *Magic Carpet* game, whistling as he went. Even the worms, which normally could be dealt with using a lowly fireball spell, now need to be attacked repeatedly or blown away with a heavy-duty spell before you can get rid of them. Opposing wizards no longer fly about, minding their own business, building up their resources until you piss them off by shooting at them or something. Oh no, now they go for you the very second they see you and follow you about for ages, all the time chucking everything they've got at you.

"Opposing wizards... now go for you the very second they see you... chucking everything they've got at you."

It seems that Bullfrog decided that, rather than introduce new spells and monsters, it would be easier to simply make the whole thing a lot harder,

(Below) One of those rare moments in *Hidden Worlds* in which you can fly about without two hundred nasties kicking the hell out of you.



You asked for it!

The word "sequel" is fast becoming a synonym for "bastard hard". Bullfrog's *Syndicate* mission disk was incredibly difficult to get through compared to the original game. *Doom 2* makes its predecessor look ponce easy by comparison. *XCOM*, the sequel to *UFO Enemy Unknown*, sports tougher, more intelligent aliens and now we have *Hidden Worlds*, which is disproportionately difficult compared to the original game. What's going on? Well, it's rather simple folks. It's much easier (and cheaper) for a software house to simply make a game more difficult than it is to put new bits in it. If that sounds like a bit of a con, it's only because, er, it is!

knowing that dedicated *Magic Carpet* fans would not complain, seeing it as a new, stronger challenge. This sort of alienates casual players of the game (a lot of people found it difficult to get

anywhere near the end of the first game) and will definitely put off anyone thinking of getting into *Magic Carpet* from scratch. However, if your carpet flying skills are second to none, *Hidden Worlds* will be right up your street. There are 25 new levels on the mission disk to get stuck into and, as was the case in the first game, some of them go on for what seems like an eternity. In terms of presentation, it's

still as pretty as ever, still incredibly atmospheric, and the new snowy landscapes bring a new dimension to the game. So, it's still ace, but only if you're up to the challenge. **Z**



SCORE

More of the same except it's harder and, er, there's snow bits in it.

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High Seas Trader



Swashbuckling, adventurous, suave, romantic, daring. All words that **Paul Presley** looked up in a dictionary while writing this intro.

SOME TIME AGO Impressions earned a soft spot in my heart by releasing a game called *Breach 2*. I loved *Breach 2*, it was the kind of game that didn't try to show off, didn't try to be anything it wasn't. A game that was simple in concept, clever in execution and just damned playable. This was followed, not long after, by *Rules of Engagement 2*. Again, very playable, enjoyable and utterly worthwhile. It's because of those two titles that I'm willing to give Impressions the time of day when it comes to reviewing its software, and that's why I feel like I'm stabbing an old friend in the back when I tell you that *High Seas Trader* is nothing particularly special.

A vast behind

What we've got is a simulation of life as a 17th century sailor, trading on the open seas, battling with pirates, sailing from exotic port to exotic port, skirting the shoals of bankruptcy. Think of *Elite 2* but in historical sailing ships. You buy goods at one port, find a good market for them, set sail, and sell your wares at the other end. All the while hiring and firing crewmates, improving and upgrading your ship and running special errands for certain citizens (delivering illegal goods, carrying passengers etc.). In fact, on paper it all sounds rather good and, indeed, there's nothing fundamentally wrong with it. It's very competent. Just nothing special, nothing to e-mail home about, that's all.

This is because all the emphasis has gone on the trading aspects rather than simulating life on a 17th century sailboat. To be honest with you, this game could be set in any era, using any mode of transportation and still be the same game. Although you get a pseudo-3D environment to sail in, it just doesn't feel like you're at sea, and so loses your attention all too quickly.

What Impressions should have done is plied more effort in to making the sea passages much more realistic, gone the whole hog and knocked out a MicroProse-style simulation game, with the trading aspects added for good measure. Then we might have had something. Instead *High Seas Trader* is all too flat and uninspiring.



Shiver me timbers

I have a theory that runs along the following lines. A game's strategic content is in inverse proportion to the quality of the presentation. I know it's something of a tradition for strategy games to have pretty poor graphics and sound, but I don't really see why this should still be the case. We're almost in the year 2000, for goodness sakes. *High Seas Trader* doesn't fare too badly on the graphical front, but things could still have been a lot better. The pseudo-3D that appears when sailing should have been a masterpiece, instead it's totally lacking in atmosphere. You slide along the water rather than sail through it, other ships jerk past rather than glide and should you fare badly and cause your game to end (by mutiny, death or bankruptcy), you just get dumped unceremoniously straight out to DOS rather than given the option of starting again. Very bad manners.

The Curse...

All in all, *High Seas Trader* is a potentially interesting game which is let down by the curse of poor strategy game presentation.

I absolutely implore Impressions to do a sequel, though, and to really push the boat out (so to speak) with the simulation side of things. It would make me extremely happy to think that the company that gave me so many hours of pure joy with *Breach 2* and *Rules of Engagement 2* could be great once again.

Go on Impressions, please, for me. ☑



(Above) The good ship SeaSickness II prepares to off load its cargo of drunken football fans at the nearest appropriate port.

(Left) A pirate battle. The Jolly Roger vs. The Jolly Kevin.



SCORE

Potentially it's a good game, but sadly it's let down by the lack of atmosphere.

Minimum Memory: 4Mb

Minimum Processor: 386/33Mhz

Hard Disk Space Required: 13Mb

Graphics Modes Supported: VGA

Sound Cards Supported: All major sound cards

Controls: Mouse, keyboard

Price: £39.99 Release Date: Out now

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archive footage of Jack Nicklaus, Nick Faldo and Seve Ballesteros. All in all this is the ultimate golf-Nige's wet dream all rolled into one computer game.

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Dennis Publishing
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Question 1:

Which influential '70s rock band produced the song that obviously influenced the title of this game?

- A The Doors
- B Led Zeppelin
- C Jimi Hendrix Experience

Question 2:

Who of the following is not a golfer?

- A Seve Ballesteros
- B Nick Faldo
- C Andi Peters

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GENERAL CD-ROM



"Launch detected, sir!" Ah good, it must be Mindscape's new naval warfare sim. That should keep the old sea dog Andrew Wright happy for a month or so...

USS Ticonderoga



AMES DEVELOPERS haven't shown much imagination where naval wargaming is concerned, which is pretty odd when you consider that it is one of the easiest areas of wargaming to simulate. Ship A fires a shell "this big" at ship B, and inflicts "this much" damage, while ship B fires one back and does "this much". One or other sinks and, hay-ho, we move on to the next ship-to-ship action.

If I've over-simplified it, conveniently leaving out submarines and aircraft, I've done exactly what most of the software designers have done. Most naval wargames are simple, straightforward and boring. Let's face it, if the computer calculates the range for you, the chance of a hit and the damage done, then what's left for you and me? Very little is the answer.

In modern warfare, where the ship's computers take most of the decisions, you can't get away from it. What *Ticonderoga* does offer is a unique combination of role-playing and wargaming in order to add a little spice. A kind of *Wing Commander* on the high seas, if you like, with scenario-based gameplay which comes pretty close to *Harpoon* standards.

Cruising for a bruising

Ticonderoga is on CD only, and you'll need 8MBs of RAM, as well as a fairly pokey PC. A quad-speed CD-ROM drive would be very useful too as there's a good amount of CD access between screens. The start screen is a map of the world with three hotspots – the North Sea, the Gulf and Korea. Whichever one you choose, you'll have to play each of that theatre's programmed scenarios in turn as captain of the *Ticonderoga* class cruiser, Bunker Hill.

You get your mission orders – in fully digitised speech – and are then into the thick of it. Within seconds you get your first contact and off you go, role-playing the big, butch, naval commander type to the hilt. You start on the bridge and can move around the beautifully rendered 3D ship environment using the mouse buttons or hitting the appropriate location on the ribbon bar along the bottom. There are several views in each location but there's no realtime scrolling, so the effect begins to wear off after a while. After the first scenario, you learn to forget the glorious graphics and just "hot key" your way round the ship.

The main locations are the CIC (Combat Information Centre) and the various tactical screens that lead off from it, like surface contacts, submarine contacts and air contacts. There's an all-contacts screen as well as attack screens from which you can lend a hand in dictating which weapons to use at which targets, and so on.

The trouble is that, in some scenarios, you can find yourself being more of a bystander than anything else. For example, the ship's Aegis defence system automatically launches anti-missile missiles, depending on your general orders.

IN PERSPECTIVE

As a wargame *Ticonderoga* doesn't quite live up to *Fleet* or *Harpoon* standards but, hell, it looks a million dollars...

Harpoon

Ticonderoga

Fleet

Task Force 1942



USS Ticonderoga

The *Ticonderoga* class cruiser is one of the most impressive of all US warships. Its main claim to fame is the Aegis surface-to-air defence system, first developed in the '70s.

Ticonderoga class ships have excellent radar systems, which are capable of detecting both air and surface targets at long range; towed array sonars for locating submarines and almost entirely automatic tracking and interception of hostile targets, such as missiles and aircraft.

The ships are armed with close-in weapons, such as the Phalanx 6,000-round-a-minute gun, two standard five-inch naval guns and anti-submarine torpedoes. There are also Harpoon anti-ship missiles, various flavours of the Tomahawk cruise missile (including nuclear) and Standard surface-to-air missiles. In all, enough firepower to take out an entire enemy fleet – given half the chance.



(Above) Bunker Hill, the *Ticonderoga* cruiser, sails the seas in all her glory.



(Below) That should put up the price of unleaded...



These orders – the game calls them high level orders – give each ship or platform under your control instructions on what to do and when. They are governed by five conditions; from weapons fired to US ships hit, and encompass ten levels of reaction; from doing nothing to blowing the enemy away. It is a cleverly thought out system but it can mean you twiddle your thumbs and watch your ship fight its way out of scrapes without your immediate input.

Hit and miss

The manual runs to 70 pages or so, but it's pretty lightweight, which only underlines one of the game's biggest problems, that of information flow. The manual doesn't tell you much about your enemies in terms of cold, hard facts and neither does the game – your sensors might detect a launch, your crew identify it seconds later as a Soviet Shipwreck missile, yet they all fall silent when you pipe up asking for more information. You can click on it and get course and speed but that's about all.

The other problem is when the voice pipes up saying, "Launch detected" or "Vampires". Nobody will tell you any more than that. "Bearing 045, range five miles and closing, Sir" might be a B-movie cliché but it's a bloody helpful one.

On the plus side, the role-playing aspects



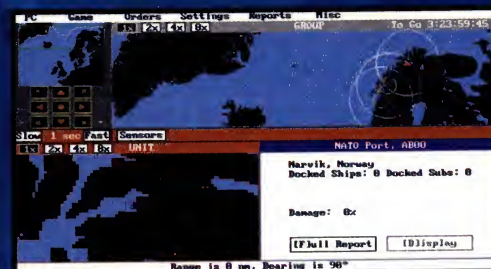
(Left) Illuminate the target, number one. And hit the light switch, too...

In The Navy

If you bought a PC to get into the world of naval wargaming, you could be disappointed. Your only choice for olde worlde stuff is *Turcan's Armada*. It might be 3D but it's decidedly long in the tooth. Early 20th century naval wargaming has had a much better time of it, with titles like *Jutland* and *Great Naval Battles* having a strong simulation element, and others like *Pacific War* covering the broader strategic scale. The nearest thing to *Ticonderoga* is probably MicroProse's *Task Force 1942*, but in all honesty it was pretty dire.

To many people, modern naval action is about as exciting as watching paint dry. You press a button here, another there, and half a dozen multi-million pound missiles shoot off and blast something you can't even see, into tiny little pieces. *Harpoon* proved that it needn't be. A minor classic in wargaming terms, it has good gameplay and some exciting scenarios. Its role-playing element is minimal, though, and the graphics aren't in the same league as *Ticonderoga*.

(Right) *Harpoon* – a minor classic in wargaming terms..



are pure entertainment. There are nine scenarios in each theatre and by the third or fourth, they're very hard to complete but just as interesting second or third time around. Some have little or no action in them at all and are purely role-playing exercises – the one about hostage negotiation in the Gulf, for example, is superbly thought out. You have to look at the situation, listen to your officers and come up with the decisions that will win through.

Battleship finale

Ticonderoga might not be brilliant in any one area but it is the kind of game that makes you want to go back for more. As a simulation of what it's like to command a modern warship, it's the best yet. The atmosphere and the graphics certainly make up for any minor shortcomings in the wargame department. **Z**

78

SCORE

Looks good, feels good. I just wish it would tell me more...

Minimum Memory: 8Mb

Minimum Processor: 486DX

Hard Disk Space Required: 9Mb

Graphics Modes Supported: VGA

Sound Cards Supported: SoundBlaster and compatibles

Controls: Keyboard and mouse

Price: £44.99 **Release Date:** Out now

Publisher: Mindscape **Tel:** 01444 246333

CyberCakes

"We want you to do a four-page feature on Cyberia," said *PC Zone*.

"Excellent," said **Duncan MacDonald**, "Shall I phone the travel agent or will you?"

"Don't even bother continuing with this joke," said *PC Zone*, "because it's completely obvious and not funny anyway."

"Bah," replied Duncan, readying himself for the five-minute walk to the bottom of Tottenham Court Road.



(Right) Er... so, what if I press this one? No? Okay, I'll try that one then... doh!!!

(Bottom) If you take the right drugs, Cyberia looks like this.



CYBERIA! Ho ho. Now there's a canny play on words for you: Siberia – a vast, tundra wilderness; and Cyber-space – a vast, electronic wilderness. Mix them together and what do you get? I'll tell you. You get a coffee shop – behind Goodge Street tube station – which is full of computers. (And Americans, but more about them later.)

So Cyberia then.

To be honest with you, until doing this feature, I'd never been to the place. I had heard about it, obviously, seeing as the techno-hungry media pounced on it as soon as it opened and had broadcast its existence to just about the whole country. "It's very trendy," they said, amongst other things. They interviewed people like Brian Eno about it. "It's very trendy," he said, amongst other things. *Tomorrow's World* probably even did a piece on it... with Carol Vorderman saying "It's very trendy," and then dragging up clichés such as "surfing" and "global villages" and so forth.

But, like I said, I'd not seen it for myself – although I did have some pre-conceived ideas, just like you probably do.

So before going further, let's compare assumptions.

- 1 Cyberia would be unfeasibly huge.
- 2 There'd be a steady mix of ambient, techno and jungle going down in the background. (Like, er, "solid" man!)
- 3 The interior would be like a set from *Space 1999*, or the moonbase from *UFO*.
- 4 There'd be an actor/mime artist dressed in a cyborg outfit, shuffling around like some kind of ponce.
- 5 It would be naff and scary in roughly equal measures. And...
- 6 ...The coffee would be served in "space-age" metallic beakers.

The Reality...

Wrong on all counts, as it happens. In fact, I actually walked past the place once without noticing it, and ended up wasting two minutes standing outside Goodge Street Tescos, wondering whether to trek further southwards or to retrace my steps for a second sortie. I went for the second sortie,

and it paid off.

And now it's time to put those pre-conceived ideas to bed...

1 Cyberia's about the same size as, er, a smallish high street McDonalds. Or a clothes shop or something. Oh, I know how to get it across – it's about twice as big as the public bar in the *Queen Vic* (ie in *Eastenders*).

2 While I was there I didn't notice any music of any kind.

3 The interior obviously has not been designed by Sylvia Anderson. It's a coffee shop, plain and simple, but there just happen to be computers nestling on some of the tables. (And along one of the walls.)

4 Rejoice! No arsehole mime artists in tinsel suits.

5 There's nothing really naff about it, and it's certainly not scary: you'd feel more afraid entering Ye Olde English Tea Shoppe in Worthing or somewhere.

6 Coffee comes in cups; cakes come on plates; and there aren't any molecular food dispensers in sight.

The Drill...

Okay, so here's what you do upon entering the premises, and it couldn't be easier.

First of all you trot to the counter and do what you'd do in any other cafe/ coffee shop: you order your nutrients. Here are a few angles you might go for...

A "Hello, could I have a cup of tea please?"

B "A coffee and a current bun, and make it snappy."

C "Tea for me, a coffee for my chum, and two slices of that cakey thing next to the scone doofer."

Get the idea? And while this is happening you are accosted by a person wielding a clip-board, who asks you a couple of very easy questions. (Even I got them right.) The first question is, "What's your name?", and the second question is "How long do you want to book a machine for?"

The response to the first question can differ greatly, ranging from "Bob" to "Sandra". However, there are only two responses to the second question, one of which is "Half an hour," the other "An hour." (Although I feel I must warn you



that if Cyberia is particularly busy you will be positively encouraged to take the "half hour" option).

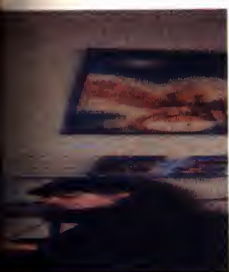
Oh, and I may as well mention the prices at this point. One hour costs you a fiver. And half an hour? (It's not a trick question.) Yes, well done, £2.50.

Snooze...

And now comes the wait, and the length of this wait simply depends on whether or not you've picked a busy day. You see Cyberia is not unlike a boating lake: it's very much a case of "come in number ten, your time is up". But the point is that, while you're waiting for a "boat" to be free, you've got your coffee and cake to be getting along with. And if you're not tragic enough to be sitting there on your own (in a new anorak), you and your chums can quietly giggle away childishly, taking the piss out of some of the other "customers". ("Bloody hell, look at the geek on the computer by the door," and so on.) Mind you, having said all that, the Cyberia clientele aren't what you would necessarily expect. There are all sorts hanging around. Some you can't tag at all; some are a tad anoraky (as you would expect); some look like they are on a day release from Rampton, and the rest are American.



Cyberia



Green Card...

So, the Americans then. *Cyberia's* Yankee contingent. Basically they come in two forms. Type A are male students studying over here, and type B are female students studying over here. There are a few "businessmenish" exceptions, but I've outlined the general drift, namely American students, students, and... more American students. And the reason they're in *Cyberia* is simple: they're e-mailing their friends, back in the States. This now makes *Cyberia* useful for three reasons:

- 1 You can get coffee and cake.
- 2 You can "surf" the "net".
- 3 You can chat up an American of the opposite sex, marry them, move to America, get a green card, divorce them after the official time requirements have been fulfilled, and then enjoy dual nationality and all the trimmings that come with it. (Sun, surf, big cars, regular trips down to Mexico, the Whoopi Goldberg Chat Show, and on and on). To sum up: if you want an American for any reason, *Cyberia* has them on tap.

Who's Here Today?

But anyway, back to me, sitting in *Cyberia* with my cup of coffee, my packet of fags and my mini tape recorder. I look around the cafe, wondering who's who, and why are they here? Only one way to find out, so



up I get and drag my chair next to potential interviewee number one...

Me "Hello, do you mind if I interview you?"

Girl "Uh?" (She looks up from the monitor, confused.)

Me "It's okay, it's for a magazine. What's your name?"

Girl "Fiona Kennett."

Me "Where are you from Fiona?"

Fiona "America."

Me "I know, I can tell, but where?"

Fiona "Oh, North Carolina."

Me "So, er, you on holiday or something?"

Fiona "No, I'm a student, I'm on a satellite programme from my college. Errr..."

Me "So how come you're in *Cyberia*?"

Fiona Oh. Because I'm a net freak and I miss my computer back home. I work in the computer lab back at school, so I'm always on the net, and I miss it."

Me "How often do you come here?"

Fiona "I guess, like, about once every two weeks. It's all my budget allows."

Me "And you do... what exactly?"

Fiona "I check my e-mail, write my friends, and if I have time I surf the net. I particularly like Bob's Home Page."

Me "If you have time to get to it."

Fiona "Yeah, if I have time."

Me "But it's mainly e-mail."

Fiona "Yuh, mainly e-mail."

Me "Will you marry me?"

Fiona "Uuuuuuhhh? Marry you? Whaaat?"

Me "Just a joke. Catchyuz letter."

Fiona "Uuuuuh?"

Me "It's like 'Catch You Later', but you say it quickly, with an Irish accent."



(Above) A chocolate fondant fancy. Yummy.

(Far Left) "Excellent! A meteorology site. Lots of mega interesting weather maps and facts about low pressure areas!!!"

(Right) My word, that was a very rewarding e-mail sesh. Now for some yummy cakes and a cuppa char!

Fiona "Why? Why?"

Me "It's just sort of the done thing at the moment."

Fiona "You mean it's kinda 'in'?"

Me "Yes. Catchyuz letter!"

Fiona "Okay, er, catchyar laater. Ha ha. Bye."

Next...

So I scan the room again, looking for someone else to talk to. It's a bit tricky to decide on who though, because they're all so involved in what they're doing and are obviously fighting against the *Cyberia* time-limit. But then I spy somebody who looks a tad confused. I sympathise. I drag my chair across...

Me "Er, hi there."

Bloke "Yes?"

Me I'm doing a thing for a computer mag. Mind if I join in?"

Bloke "Help yourself."

Me "So who are you? Where are you from?"

Bloke "Richard O'Driscoll, I'm from Ireland."

Me "Right. So, er, what are you doing, exactly?"

Richard "I don't know."

Me "Eh?"

Richard "I don't know what I'm doing, I haven't got a clue."

Me "You've not, er, 'surfed' before then?"

Richard "No, I haven't even got a computer."

Me "So how come you're here?"

Richard "I'm on holiday. I read about this place in the papers. I just thought I'd come and check it out while I was in the area."

Me "So you're fascinated by the the idea of the internet?"

Richard "Fascinated by the idea, yes, but I've never used it. Er, do you think I should click on that?"

Me "Don't ask me, I haven't got a clue either. Actually no, I reckon you should click on that. That one, there."

Richard "Okay. Oh! Eh? Oh!!!"

Me "What?"

Richard "I haven't had this screen before. Am I meant to type something in there?" (He points to a text box.)

Me "I don't know. Probably. It's probably a search thing. Try typing 'Mars'."





(Above) Jah, look at ziss... I haff found a piktur off ein naked dead person...

Richard "Why Mars?"

Me "I dunno, it just popped into my head."

Richard "Okay. Oh. Look, do I click on one of those now?"

Me "Your guess is as good as mine. Try."

Richard "Oh. No, I've been here before. How did we get to the previous screen?"

Me "I can't remember."

Richard "I think I clicked on that one, didn't I?"

Me "Er... are you aware that there are net-tutors around here somewhere? They show you the basics of how to get around."

Richard "I know, but I want to work it out myself. Oh! Look, I haven't had this one before. Shall I click on 'Retrieve'?"

Me "It's worth a try. Look, can I leave you with a sort of project while I check out someone else?"

Richard "Okay, go on then."

Me "You're a Martian who's just landed on Earth. You want to talk to other Martians."

Richard "Fair enough. See you later."

Next...

Beep beep beep beep... my spook scanners pick up a bloke in the far corner, making notes on an A4 pad with a purple felt tip pen. What's his caper? I carry my chair across the room and plonk myself down beside him.

Me "Hello."

Bloke "Hullo." (He doesn't look up.)

Me "What are you doing?"

Bloke "I am seeing what it is here."

Me "I'm doing an item for a mag. What's your name and where are you from?"

Bloke "Please wait." (He scribbled something down in purple ink.)

Me "Can you talk? Or are you too busy?"

Bloke "Yes, what is it that you want?"

Me "I'm doing a piece for a magazine. Can I ask you who you are? And where you're from?"

Bloke "I am Patrick, I am from Switzerland. What is it that you want?"

Me (Sigh.) "I'm writing about this place, for a magazine. I was just wondering what you were up to."

Patrick "I am moving around, seeing what is here."

Me "Oh. Have you found anything good?"

Patrick "Watch, I can show you this..." (He

downloads a picture of one of the cross sections of the bloke who left his body to extreme medical research... scientists sliced him up, bigtime.)

Patrick "You see? This is good. That is his lungs. There are more, I can show you the brain."

Me "Er, yes, yes. Anyway, I think I've got enough now. Catchyuz letter."

Patrick "What?"

Me "I'm off, see you later."

Patrick (Still totally absorbed by the cross section of the corpse.) "Yes, goodbye."

Next...

Yo ho ho! I spot a love letter on a screen. It's being written by a bloke who simply has to be an American student. I move in, chair in hand...

Me "Hi, sorry to interrupt but I'm doing a piece for a magazine. Do you mind if I talk to you for a moment?"

Bloke "Sure, sure."

Me "Who are you and where are you from?"

Bloke "Loren Johnson, I'm from Seattle, Washington."

Me "You're a student, right?"

Loren "Yes I am."

Me "And you're in the process of e-mailing?"

Loren "...My girlfriend."

Loren went on to say that although there were net-cafes in the States, there was nothing in his experience on the scale of Cyberia. He also pointed out the fact that Cyberia was excellent value for money when compared to a payphone. But while he was telling me all this, I couldn't help but dwell upon the words on his monitor. It was one



Fact Box

Cafe Cyberia is open seven days a week, and as well as the coffee, cakes and net access, it also offers a wide range of internet products, including books, magazines and videos.

There are currently three Cyberias in the UK:

Cyberia London: 39 Whitfield Street, London W1, Tel 0171 209 0983.

Cyberia Kingston: 48 High Street, Kingston Upon Thames, Tel 0181 974 9650.

Cyberia Edinburgh: 88 Hanover Street, Edinburgh, Tel 0131 220 4403.

of the sappiest love-letters I've ever seen. It started something like this: "My darling, I love you so much and hear what you say - and I know that you have made so many sacrifices in the..." And unfortunately that's about all I can remember, thanks to my four-second memory-span. All I can add for certain is that it turned into a *Mills And Boon* book by paragraph two, with Loren galloping out of nowhere on a white horse. Barbara Cartland would have been thrilled.

Next...

I drag my chair across to a fairly ancient-looking bloke who has a funny-shaped forehead. I hazard a guess that he has an extra "P" chromosome.

Me "Hi, can I talk to you, for a magazine feature."

Chromosome Man "No."

Me "...Er. Oh. Not even just for a minute?"

Chromosome Man "No."

Me "Catchyuz later then."

Next...

I decide to head back to Richard before leaving. How was his search for fellow Martians going...?

Richard "I haven't got anywhere at all."

Me "What? Nothing?"

Richard "No. I seem to be going round in circles. You see this screen?"

Me "Yes."

Richard "It's the one I started on. There are about five in all, and I keep revisiting them in sequence and then coming back here again."

Me "Like a sort of mind-loop?"

Richard "Yes, it's like being in prison."

Me "Maybe you should get one of the helpers to give you a hand after all."

Richard "Yes, I know, but I've only got five minutes left. There doesn't seem much point now."

Me "Still, you could come back later, or tomorrow, and have another bash."

Richard "Except I'm going back to Ireland this evening."

Me "Oh, I see. Never mind, eh?"

Richard "I suppose."

Me "Anyway, I'm off back to the office. Adios." ■



TROUBLE SHOOT

FEATURING
THE
HACKMASTERS™
AND THE
TRUEPLAYERS™

In the quantum universe, the chaotic femto-netherworld, not only do subatomic particles bump and collide in mysterious, unfathomable ways, but if a femto-second was the equivalent of a whole second, the four-minute mile record would be 320 million years – gosh! In the gaming universe, as in this proto-universe, there are two sides: the HackMasters™, which are the tachyons of this world; high-speed, undetectable, super particles cruising through the firmament hacking, cheating, etc. The TruePlayers™ are protons – oh God Almighty, this metaphor is collapsing around Troubleshooter's knees...



Phone: 071 917 7698

Ask for TruePlayer™ Tips
from 2.00pm to 6.00pm
on Wednesdays only.

Just ring this number and ask all the latest tips, cheats, hacks, cracks, solutions and spoils for all the latest games. This is not an answering machine. This is not a premium line number. A real person on the other end of the line will be happy to oblige you.

The HackMasters™



We see with interest this month, that the HackMasters™ have a small (as in tiny) crop of competition arising in other "rival" mags. Oh, you've realised that people want hacks, have you? (we say) Well done. Two years too late.

BACK UP

Most, if not all, of the hacks on this page will require changing actual game files (mainly SAVEGAME files, peppered with the odd main .EXE file). It is, therefore, sensible to back up the file specified in the hack. To do this, simply enter the directory containing the file, say for example SAVEGAME.SAV, and back it up thus:

```
COPY SAVEGAME.SAV SAVEGAME.BAK
```

If you make a bad mistake and start crying and all, then restore files by typing:

```
COPY SAVEGAME.BAK SAVEGAME.SAV
```

HEXADECIMAL

Your PC counts strangely – in hexadecimal (base 16). We count in decimal (base 10). For the HackMaster's experience you only really need to learn a few choice hex numbers (see table below).

WHAT YOU NEED

There are three things every HackMaster™ groupy must have (well, at least one of them).

①. DEBUG

Free with DOS is a program called *debug*. A very useful program it is too, since it allows you to edit files of all descriptions and subtly change the data therein. It is the program we use most in the Hackmaster Zone™, and since it is the most user-unfriendly program on this planet, a brief introduction/explanation is necessary. Here's a step-by-step guide to a *debug* hack:

To run it, just type:

```
DEBUG
```

in the appropriate directory (i.e. the one mentioned in the hack blurb). It should run automatically and produce a little '>' prompt. If you get a "file not found" style error then your DOS path hasn't been set properly. Refer to the MS-DOS manual and remember the bottom line – don't ring us (no matter how desperate) unless it's TruePlayer™ Tips day.

```
1 >NCHT.DAT <return>
```

Now, once you have a little '>' prompt you should type in the commands listed in the program, starting with the line above the "N" command. This

tells *debug* which program is to be hacked. There should be no space between the "N" and the full filename.

```
2 >L <return>
```

This command loads the file you've just specified into memory and into the hands of the hacker.

```
3 >E 98A2 v <return>
```

This is the Edit function. Simply type is as it appears above, i.e. with a space between the "E" and the address (0103) and the "v". The "v" stands for a value you will enter yourself, ranging between 00 and FF (0 to 255 decimal).

```
4 >E 5CB6 90 90 90 90
```

If the edit command looks something like this (i.e. a long list of numbers), then press RETURN after the address (the first four-digit code) and *debug* will repeat your command (see below). Then simply type in the values which follow (FF,FF etc...) pressing SPACE between each one, except the last when you should press RETURN.

So basically, the command should be enacted thus (with what you must type shown in green):

```
>E 5CB6<Return>
21FB:5CB6 FE.90 <space> 03.90 <space>
D1.90 <space> 9D.90
<return>
```

```
>
```

```
5 >W <return>
```

This command writes the hacked file back onto the disk. A message saying "writing xxxxx bytes" will appear, where "xxxxx" is the size of the file (it varies). Nothing will have been changed on your hard disk until you type this command. Therefore, if you've made a mistake earlier, quit *debug* and start the process again.

```
6 >Q <return>
```

This quits you back to DOS.

② A DISK SECTOR EDITOR

Another useful bit of kit is a Disk Sector Editor, such as *XTree Gold* or *PC Tools*. If you own one, then you'll know how to use it – but it is important to note that the offset (or address) in a *debug* hack is for *debug*, which automatically adds 256 bytes (or 100 hex) to the address. So, if you prefer to use your editor, and a separate disk editor hack isn't included, then you just deduct 100 hex from the address. Therefore, if an address is 0141 on the page, then your address will be 0041. It's a simple case of deducting one from the second figure on the left. If in doubt, use *debug*.

③ UNP

UNP is a highly useful shareware utility by Ben Castrichum. You'll find it on this month's coverdisk. Many games these days have compressed .EXE files, which make debuggery and sector editing impossible.

Enter UNP in a second, by typing:

```
UNP <filename>
```

You can expand the .EXE file to its proper size and hack it to bits. It causes no damage to your files (and besides, you will have backed them up anyway, right?). Full instructions are included with each hack.

HEX	DECIMAL
09H	09
0AH	10
0FH	15
10H	16
20H	32
28H	40
32H	50
40H	64
63H	99
64H	100
C8H	200
FAH	250
FFH	255

ER

DARK FORCES (Virgin Interactive)

No sooner out than hacked. *Dark Forces* – that *Doomy*, *Star-Warsy*, 3D thing – has a host of – wait for it – *Doom* style cheat modes built into its canny little coded appendages. Philip Amos and Alastair Beadle spotted them first. Here they are (just type them in during the game)

LADATA	Gives co-ords
LAINLAME	Invulnerability
LAREDILITE	Freezes opponents
LACDS	Supermap
LAPOGO	Height checking off
LAPOSTAL	All weapons plus some extras
LARANDY	Weapon Super Charge
LANTFH	Teleport
LABUG	Insect mode
LASKIP	Skip current level
LAJABSHIP	Skip to Jabba's ship
LATALAY	Skip to Talay
LASEWERS	Skip to Sewers
LAPOSTAL	All weapons
LAUNLOCK	Full inventory

POWERDRIVE (US Gold)

Amateur HackMaster infant, David North, has presented us – nay *graced* us with this simple little hackette for *PowerDrive*, a driving simulator. Unfortunately, although he has gone to great lengths to relate his hack in the minutest femto details, he has neglected to inform us of the exact file we need to tinker with. So, slightly bewildered audience members, here's the hack – you can work it out.

Edit the file (it's probably a data file or something) with a suitable disk sector editor (XTGold or PC Tools) and then do the following:

FIND	AT	CHANGE TO	CAR
00025000	A625	00000001	Mini Cooper
00027000	A65E	00000002	Cinquencentio
00034000	A667	00000003	Renault Clio
00038000	A670	00000004	Astra
00062000	A679	00000005	Ford Cosworth
00065000	A628	00000006	Toyota Celica

(Above right) *Dark Forces*: a Star Wars meets *Doom* shoot 'em up.

(Below) *Powerdrive*: a rally driving game.
© Inspired Captions Ltd.



This will reduce all the prices of the cars down to the price range of a non-lottery winner. Alternatively, you can:

FIND: 00028000

AT: 88BC7

CHANGE TO: 01228000

which will magically bump your initial starting cash to the phenomenal heights of a lottery winner.

DESCENT (Interplay)

Last month we printed the cheats. This month we follow up with a resplendent array of debug hacks which should set you up for a test-ride of the full commercial game. Buy Mark Jones a pint for these.

Firstly create a pilot (let's say CHEAT) and then save the game in slot 1. Backup the file CHEAT.PLR and then debug:

»NCHEAT.PLR

»L

»E 014B 04 Quad lasers

»E 0150 FF 7F Max energy

»E 0154 FF 7F Max shields

»E 0156 63 99 lives

»E 0158 v v=lasers type

01-04 laser strengths

05-0C robots' weapons

»E 015C 1F All primary weapons

»E 015D 1F All secondary weapons

»E 0160 FF 7F Max Vulcan ammo

»E 0168 FF 7F Max Conc missiles

»E 016A FF 7F Max homing missiles

»E 016C FF 7F Max mines

»E 016E FF 7F Max Smart missiles

»E 0170 FF 7F Max MegaMissiles

»W

»Q

Boot up the game, reload your pilot and bingo! Maximum everything. Excellent.

ONE MUST FALL (Shareware)

This spiffy shareware beat 'em up seems to be attracting quite a following hither and thither. So time we, the Hackmasters, think for a quick revelation of its cheaty secrets.

To wit:

1 Hold down 2, 0, 9 and 7 on the main options screen to bring up a secret submenu.

2 Hold down B, I, and G during a fight to increase the amount of scrap metal about the place.

3 Hold down R, B, I, and N to make the scrap fall through the floor and tumble from the ceiling.

Thanks to David Wragg for those.

THE BOTTOM LINE

If you get into trouble or are a bit scared, ring us on TruePlayer Tips day (Wednesday 2pm to 6pm) for free tips support.

These hacks are copyright of Felden Productions 1995. If you try and pass them off as your own to another magazine, we'll get you, we will.

PC Zone and Dennis Publishing take no responsibility for alleged hardware or software damage caused by direct or indirect use of the HackMasters™ hacks and cracks. If the chances of damage were higher than 0.0000001 per cent, then we wouldn't be printing them. Make sure you follow the instructions and nothing can happen.

The TruePlayers™

Alone in the Dark III



Uncover the scary goings-ons in the *Alone In The Dark* universe.



First cross the bridge. Then take the gas can that is near the swing doors. **SALOON** Enter the Saloon. Use the gas can on the generating set to see a clip of "The Last Ranger". Take the oil can from the corner, the maraca from the stage, the key from the table and the box of matches from the store area near the bar. Dodge the bullets from the bad guy from upstairs, then search the shelves for the wood alcohol, a bottle, and a flask. Go to the animal skull, and push down the left horn. The trap door will open and a bad guy will come up with two guns. If you stay behind the skull, you may be protected from most of the bullets. Once he's out of bullets, he should be easier to get rid of. He leaves an ace of diamonds and a gold bullet. Go down the trap door and get the lamp.



CELLAR

The screen is blank, which means that you're in the dark. Use oil can to fill lamp, use matches and then use lit lamp. Go to the other end of the room. Get the cane, search the poster for a note from "Lefty". Go to the door of the nearest barrel (nearest to poster). Open the door. Step away from the door and use the maraca to lure the red snakes out of the barrel. Go to the end of the barrel. You may want to save here before you climb up.

GROUND FLOOR JAIL

Quickly get the stone from the bench, and go to the cell door. Use the cane to get the keys, and use them to get out of the cell. If you kill the bad guy, he just reappears a little later, so you have to hurry. Throw the stone to turn it into an Indian amulet that you'll need. Go to the other end of the corridor, and enter the room. Drop the wood alcohol to get rid of "Lefty", take the

flask that's left behind. The Indian amulet will protect you from the pentagram on the floor. Go to the room to the right - the Sheriff's office. From the desk get the Sheriff's badge and bullets for a Winchester. Search the posters for information. Use the key you got from the Saloon to unlock the gun case and grab the Winchester. There's not much in the room opposite, except the bad guy in the fireplace. Open the grille if you want to fight him. If you use the Winchester to fight the bad guy, don't worry if you run out of bullets. Go down the side corridor to the front of the jail. Push the closet in front of the doors to stop a bad guy from breaking them down and to reveal a rope ladder. Search the closet for a shotgun.

JAIL ROOF

Get the whip. Go to the hovering block, and time it to avoid the red beam. Get the voodoo hangman's rope. Go round and get

Hackmaster Corner

Just a quick little hack for this Wild West polygon-fest, courtesy of Mr. C. Lee. Play the game as per usual, save your game in slot 1, quit out, backup the file SAVE0.ITD and then DEBUG...

> NSAVE0.ITD

> L

> EAE64 00 40 Health

> EBOCE 00 40 38 Special

> EBOCE 00 40 Winchester

> EB1C0 00 40 Gatling gun

> EB16A 00 40 Shot gun

> EAE7A 00 40 Health after returning from the dead

> EB1EA 00 40 Golt

> V

> Q



the cast iron plate – use it to protect against being shot. Get the cartridge belt (for the Gatling gun). Use the gold bullet, and it will be put into the Winchester, replacing any bullets. Shoot Burris with the gold bullet, and get the bag of scorpions. From the other area get the Gatling gun, flask and short fuse from beside the barrel.

The Hangman – go back to where the cast iron plate was. Shoot the door, and you can now open it. Once inside, light the lamp. Use the voodoo hangman's rope to help you breathe more easily. Drop the bag of scorpions down the trapdoor. Push the lever to close the trapdoor, allowing you to search the corner to get dynamite and a piece of dried meat.

Hole in the wall – go back towards where the barrel is, after killing the two bad guys. Once you are near the barrel, the door will close and someone will try to shoot you through the door. Use short fuse to

complete the dynamite stick, and use it by the largest crack in the wall nearest the barrel. Use the matches to light it, and then take cover! Go through the hole.

Through the hole – step on the arrow symbol to open the passageway, otherwise you would have to fight a guy with a knife. Go around until you meet another bad guy, ignore the broken wall for now. After you get rid of the bad guy, go to the mechanism. Use sheriff's badge to fix it, then use whip to pull the lever above, opening the door. Go through and get the flask and the bullets on the plank. Run to the end of the plank and you should end up on the first floor of the saloon, rather than meeting the Elwood brothers.

SALOON FIRST FLOOR

On the Landing, light the two lamps nearest the broken window. One will open a door, another will give you a message. Go back and through the now open door.



(Above) Holes in the ground, scary monsties, and rampant Zombies – all in a night's work for our Edward Carnby.

(Left) Have you noticed that most cats prefer Felix over other brands?

When the vulture squawks and the ghost of the Arizona Kid appears, use the piece of dried meat at the clock. You should be given a token. You will need the night valet. There is a flask in the corner by the painting. Go through the painting.

Large bedroom – search the table with the mirror for a 30/30 bullet, a bulb and a pearl. Push the mirror for a key. Search the foot of the bed for an arrow, which you can use on the cupid figure on the bedpost. Go back through the painting and back to the landing. Get the costume jewellery ring near the hole in the floor, use it to separate the ring from the diamond. Use the key from the mirror to open the door nearest the hole in the floor.

Small bedroom – get the diary, instruction sheet and flask from the floor. Bump into the dragon figure on the stand beside the bed to get close-up view. Use the diamond from the costume jewellery to get some more Winchester bullets. Go out the opening to the ledge.

On the ledge – go to the open window shutter and put the night valet in front of it. You may have to reposition it (and get shot at) before the bad guy comes out and falls to his demise.

Photo room – near the table is a shutter release, instruction sheet, flash and on the table is a key. You can look at the photos on the wall. Leave via the window you came through, back through small bedroom to the landing. Use the key from the photo room to unlock the last door by the broken window. You can use bulb and shutter release before entering the next room.

Piano room – when the flash is ready, use it at the reel of the film (the round thing) on the floor, to get rid of the two-headed bad guy. Get the oil can from beside



(Above) Watch out for Evil McCarthy. Mental disease runs in the family.

(Below) Be sure to avoid the cuckoo clock.

the piano, use the token at the end of the piano for some music, shoot the target to open it. Search inside for a flask and war stick, then the block should move to reveal a hole in the floor.

MEET A NATIVE AMERICAN

In the cave, use oil can, matches and the lit lamp again. Exit into another cave. You need to save after each jump. Walk onto the first block, jump the other blocks until you reach the shaman. Use war stick and he will walk back to let you pass. In the centre of the platform is a box of cartridges and a small key. Step onto the next block, jump on the other blocks until you reach the block with a symbol on it. You then jump to the block on the right of the screen, then back to the block with the symbol. (Jumping to the block to the right first makes a block further back rise up.) Keep on jumping until you reach a block that hasn't risen up, and you can't go further. Use the Indian amulet and you will be helped across.

MANSION GROUND FLOOR

Kill the two bad guys. The first leaves a flask, the second a top hat and a key. The cask of silver salts is used later. Go to the doors at the other end of the room, which the most recent key should open.

Library – search the shelves for books: a white book (blank), a book (watchmaker's manual), and a locked book (a book on Navajo traditions – which will open with the small key from the Indian). The bust at the end of the room has a pocket watch. The table has a printing plate that you can use in front of the mirror to read it. Go to doors beside the cask of silver salts.

Study – use the pocket watch to unlock the doors. Enter the room to meet Morrison. Go up to him to receive a story-board, then he will leave. Use the top hat on the bust of Abraham Lincoln to get some cartridges. A bad guy appears to pull back the curtains on a stained glass window, while another appears and attacks poor Morrison. After killing the zombie, be a

vandal and shoot the window. Go up the steps and out the window.

GRAVEYARD

Use the war stick at the round stone thing in the centre, otherwise you'll meet two nasty gravediggers. There is a vault in the far corner, but it is too low for you to enter. So go to the grave marked O. E. J. (One Eyed Jack) and use the Ace of Diamonds on the right hand side of the grave. Get the message and be lifted up to a kitchen.

Kitchen – there is an oil can on the table, roll of film on the floor, a bag of pemmican on the strange looking sideboard. Use oil can at the mechanism in the fireplace to reveal another room.

Dance room – search the lady figure for cartridges, the male figure for a hammer. You will be shot at by the guy by the stage, who will follow you. Try to avoid being hit by other of the musicians on the stage as you go to the gramophone player. There you will find a guitar string, musical score, key to a safe. Go back to the kitchen and behind the sideboard, through the door to the next area. Use 30/30 bullet and hammer to get through.

Dressing room – search the dressing table near the model of a station for blasting cap, map and light bulb. Go to the next area to the mounting table. Use the guitar string, light bulb, then the roll of film. Also use the musical score at the mounting table for a number combination: 806.

Bank – get the astronomy book from the table, and search the picture at the end of the room. Keep on searching until the combination is 806, then you can go behind the counter. Go up to the large safe, use pearl, then the key to a safe. Kill the bad guy for the amulet and then you can get the suitcase with some cartridges and Hill Century's money. The money is booby-trapped so don't bother trying to open it. Open the window to get to the next part.

MEET EVIL MCCARTHY

Get the message McCarthy has from Jed Stone by walking up to him. Get flask from

the saddle in the corner. Search the mine cart for detonator box and cartridges, and a ride past some bad guys. When the mine cart stops, enter the nearest open doors.

STATION

Quickly go and push the large "Station" sign. The blue bucket of paint will spoil it and the station master in the rafters will cry (otherwise he will whistle for some bad guys to come). Get the key, search the rails by the sign for an eye-bolt. Go to the corner by the door, and use the eye-bolt to ring the bell about three times. The door rises once slowly, then three times quickly, so you have to time it carefully or get killed.

Outside – quickly put the blasting cap beside the fence and use the detonator box and you'll finish off the story-board scene. Go to the water tank opposite the station.

WATER TANK

Put the suitcase and key for the suitcase in front of the water tank. Get Swiss-cheesed by the Elwood brothers. RIP Edward Carnby.

REINCARNATION

Ignore the craving for cat food, as you only have about 100 seconds to complete your task. Quickly leave the vault, and go to the saloon. Go up the broken stairs and onto the first floor. Jump the hole, and run towards the broken window. On the jail roof, run to the large gap in the wall, the one that you can see the statue through. Run to the edge and you should jump onto the statue. Go to between where you saw McCarthy and the bank, and search the barrel of tar to get a sticky paw. Next, go to the front hall of the building where the cask of silver salts is. Search the cask to coat your claw with silver, before heading back towards the area between saloon and graveyard. Kill the werewolf, enter graveyard and kill the second werewolf. Go back to the vault and drop the eagle nugget at the fire.

BACK TO LIFE

Now you are no longer dead, but you were certainly buried! Get the Colt 45 left by the one-armed man and a bar of soap from





(Above) Alone In The Dark III: "lots of camera angles and that."

behind the grave. Now make your way back to the water tank again.

RETURN TO WATERING TANK

Drop the Colt near to your double because you are "against violence", then walk up to your double. Don't bother to try and attack your double as you will probably injure yourself. Once you have your cowboy hat on, you can pick up the Colt. Climb the ladder, then go down to see what is inside the water tank.

In water tank - use the soap and the bad guy won't wash but will go. Get the metallic brush he leaves and the flask near the water tank wall. Use the brush in the large peg with the hole to open up a trap door. Down you go...

UNDERGROUND

Go along the passage to the next area. Get the dead leaf and put it in the Indian bust. You can look at the map on the wall and get the notebook in the corner. Climb the rungs.

Sleeping quarters - quickly take the pick axe from the bed and use it to kill the bad guys (a second one will appear after the first one has died). A flask is at a bed at the far end of the room.

Spike pit - there are some sheets of paper in the corner. Squares will appear when you walk over the correct places over the pit, follow the path on the map. It is important to save your game here!!

The route across - if you divide the width of the pit into four equal parts, the first square starts at the second quarter from the wall furthest the entrance/closest to the sheets of paper. Then go one square forward (towards other end of the pit/to the left of the screen), one square towards the near wall. Two squares forward, then one towards the far wall (top of screen). Repeat going one square forward and one square towards far wall until you are on a square that reaches the other end of the pit. Kill the bad guy with the pick axe and go through to the next room.

Library - kill the bad guy, then you can

get the scorched book, candlestick, water pitcher and needle. The door opens when the candlestick is removed. Go down the passage to the next area.

To the lift - go up to the rifle man and use the water pitcher to give him a drink, and the doors can now open. Take the piggy bank and throw it to receive a glass microscope plate. Now push the lever to go up.

THE LAB

Out of the lift, go to the far end of the room and use microscope glass plate at the microscope. The colour-coded switches should be pushed in the following order to open the door - grey, green, blue, red.

Take the bottle of poison from the table beside the tank with green liquid, and go to the cell. Use the poison to poison the needle, then go to the table near the cell. Once you find the distilling coil, use poison and get a shrinking feeling. Go into the jail cell and get back to normal size.

Sadly, the doctor doesn't like you, so you have to kill him with the poisoned needle. When he is gone, you can get the piece of straw and key to the gaol he leaves behind, and the bottle of ammonia. Use the poison at the distilling coil again, but this time go through the small hole in the wall below the table. Use the straw to pole vault across the gap, and get the vial of potion on the other side. Go through before the poison shrinking effect wears off.

SPIDER GUY

Quickly go to the other side of the room where something is leaking through a crack in the wall. Use the vial of potion to spike the spider guy's drink and get out of its way. Once his threat is reduced, you can go ahead and squash him. Get the pot of glue, but avoid getting too close to the big sticky web. You can see what is going on in the next room by opening the eye shape, but you get shot at by Jed Stone if you do. Use the pot of glue to get sticky hands, then climb where the shaft of light is. You should save here.

MORE BAD GUYS

The headless body of the bad guy (Hammer) may be rather quick, so you have to rush around a few times before you manage to get Hammer's head. Then you may have to run around before you actually get the chance to throw his head down the hole you came up. Alternatively, you may be able to push the anvil so that it blocks Hammer's body, so that you can get his head in safety. When Hammer is gone, get the lead ingot from the anvil, a flask and a Winchester.

Cobra - it may be easier to kill Cobra using the Winchester. When he goes, he leaves his wig and a silver dollar. There is a flask in the corner. Search the poster and you will notice a slot there. Use the silver dollar there. Go down and get the box of matches before going to the next room.

FREEMING EMILY

Jed Stone runs off when he sees you, the coward. To free Emily go to the crucible, but avoid stepping over the skull pattern or radioactive rock at the top of the skull shape. Use the lead ingot and matches at the crucible to neutralise the threat. The lead is now an evil wand with a mineral tip. Get it and the ammunition in the corner. You can also get a scorched paper and parchment. Save before the next part.

MORE SPIKES

Go through the doorway. When you can next move, step back from the door and throw the bottle of ammonia at the door, this should wake Emily. When the bad guy is disposed of, he leaves a knife that you will need later. Go to the door that had the spikes and use Cobra's wig to pull the switch above. You may need the flask and should save the game before opening the door.

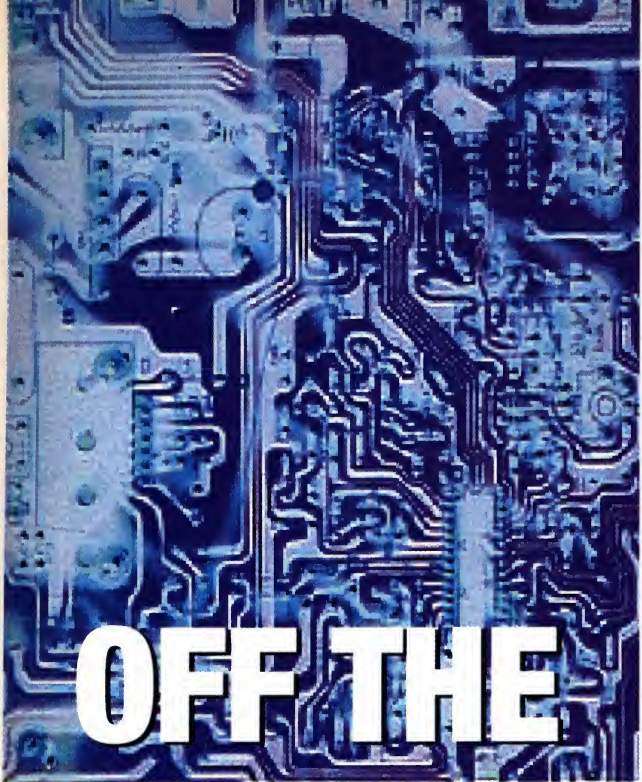
FINAL SHOWDOWN

Quickly run to the large eagle totem and use the evil wand at the front of it, and no more Elwood brothers. Jed Stone in the suit of armour won't follow you in the totem area. A game save here is advised.

Go to the tap by the ditch in the floor and open it, getting the ditch filled with some water. Then, get the rubber glove from the corner and use it and the knife to cut the cables near the machinery. Once you have done that, go back into the totem area and wait for Jed to put his foot in it.

THE END

When Emily has opened the door, get the sack of coal near the totem area and go through the door. Climb onto the train and use the coal and matches before pushing the lever to start the ending. Hope you enjoyed your visit to Slaughter Gulch! All that is left for you to do is to sit back, listen to the music and watch the credits.



OFF THE BOARDS

Save the moon for a change, or play a version of *Go*, or a game of charged particles, or another version of *Asteroids*, or just work out your methane emissions. Mark Burgess takes a sniff round the world of shareware.

FART CALCULATOR

[Q] H DEAR, we're reduced to this. It's a fun program, really. It enables you to calculate how much damage to the environment a flatulent person can cause. You key in the amount of beans, Brussels sprouts and (mysteriously) pizza the person eats, and a neat print out tells you how much gas they liberate and how much of the ozone layer they are destroying. Methane emissions from cows is a serious cause of ozone damage, although this program won't help you on that. I just reviewed it so that I could tell you to get a copy - it's a gas.

Shareware from: Paul Venezia, 138 School St., Keene, NH, 03431
Registration: Donation of \$5.00 to \$10.00
Needs: Just about any IBM compatible (text display)



```

Farter: Paul
Amount of Farts/day: 15

Total gas emitted by Paul: 1200lbs.

Sq. Ft. of ozone depleted over 10 years: 75

This program recommends that: Paul, friend of Debbie,
be treated with a cork.

I hope this program has helped.

CALL! The Riot House BBS!
(603) 357-8915
(603) 352-4604
1200-38,400bps, 8,N,1
400 meg on-line!
24 hours a day/7 daz a week!
Sysop: John Paul Jones

Press <Enter> to return to DOS...
  
```

GLASS BEAD CHALLENGE

[D] ON'T WORRY; this isn't a computer version of Herman Hesse's angst-ridden novel. It's a strategy game. The author - David Balmer, Jr. - says, "The inspiration for *Glass Bead* came from the real world. The two opponents represent world powers, attempting to influence and control more of the world by making advances on territory without causing a war. In fact, I have already started a sequel to *Glass Bead*, played on a world map between one or more players. Stay tuned and enjoy *Glass Bead* until that game materialises. Hope you enjoy this original game as much as I do!"

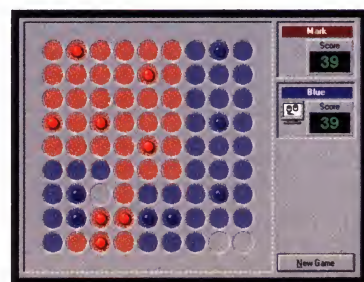
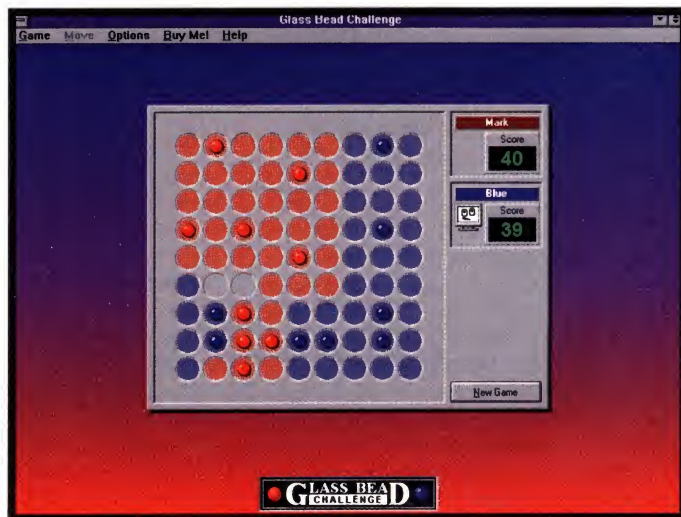
In fact, *Glass Bead Challenge* owes a great deal to the Japanese game *Go*, itself a game that crudely models *Conflict*. *Glass Bead Challenge* is a game for one or two players and is played on a square board with beads of two different colours. Each player takes a turn by placing a bead on an available spot to gain territory on the board.

The rules are simple. Each player takes a turn to place one bead on the board. You can only put a bead on a spot that is not owned by an opponent. Once a player has placed a bead, all adjacent free spots (including the spot under the bead) belong to the player. Spots that are adjacent to beads from both players are owned by the player with the most beads touching. If a spot is adjacent to the same number of red and blue beads, the spot becomes free. The game ends when all spots are owned, and the player who owns the most spots wins.

You can play against another human, or against the computer on one of three levels. The boards range from 5 x 5 (tutorial) to 10 x 10 (extended). There are three board and piece patterns to choose from. The music is nicely done - a kind of Japanese ambient.

Registration brings an expert computer level, more patterns of pieces and a free gift - I don't know what.

Shareware from: Creativision Publishing Corp., PO. Box 5523, Arlington, TX 76005-5523
 (CompuServe - 0404,3014; Internet - cvpsupport@aol.com)
Registration: \$14.95
Needs: 386 or higher, 4MB of memory, Windows 3.1 or higher, and VGA or better
Supports: Mouse and any sound card that works under Windows



METEOR

COMPUTERS ARE GETTING BETTER every day. Hard disks and processors get faster and cheaper, and laser printers are virtually given away. But one tiny bit of computing isn't getting better - Asteroid clones. There's about one a month, and I swear they're getting worse.

This month's offering is *Meteor*, an EGA horror that should run on any computer. The gameplay is fairly good, but that's down to the ideas behind the original, rather than any nifty programming.

In this version, the asteroids appear at a leisurely pace. Once you've shot one, all hell is let loose and the rocks come at you from all sides. Visually, this is pretty bad. The one good thing about this version is the ability to have continuous fire. But remember that your laser needs recharging. The levels get more difficult by getting faster, rather than any new baddies appearing. A second good thing is that you can adjust the speed with the F9 and F10 keys. It's not so bad really, but nowhere near as good as other *Asteroid* clones.

Registration gets more levels and an end to nagging messages.

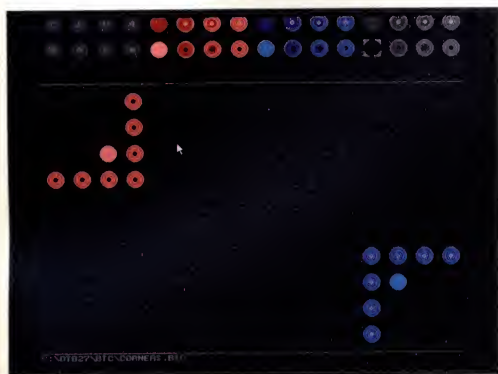
Shareware from: Alex Kapteyn Jr, PO. Box 541, Sarnia, Ontario, N7T 7J4 Canada (CompuServe: 73651.2542)

Registration: CN - \$10.00 and US - \$12.00

Needs: Just about any IBM compatible with EGA



BATTLE CHARGE



BATTLE CHARGE is an odd strategy game, which also models the behaviour of charged particles. No, don't go away; it's not that bad. *Battle Charge* is a two-player strategy game.

When it's started, you are confronted with a sort of "Doss-HELL" display with two menus: "File" and "Game". The menu items under File let you open a board file, save a game in progress, or exit the program. Under the Game menu, selecting the item "Play" begins a new game or returns to the one in progress; and selecting "Help" gives a detailed set of directions and registration.

The properties of the pieces mean that there's a variety of interactions between them (this is where the charged particle bit comes in). You have to set the initial velocity of the piece you want to move. How it behaves after that depends

on the charge of the other particles on the board. It's a bit like playing snooker with magnetic balls. The aim is to capture the opposing king by hitting it with one of your pieces.

Definitely a weird game, but so long as you look at the directions first, it's not too difficult. (It gave me a headache, however.) You can always edit the game boards and experiment a bit.

Shareware from: Gene Brown, Cold Water Software, PO. Box 44421, Eden Prairie, MN 55344-1421 (CompuServe: 73423.3415)

Registration: \$12.00

Needs: 286 or higher, mouse and VGA or better



This month's programs

CompuServe

Forum	Section	Program	Filename	Size
ACTION GAMES	other games	Fart Calculator	FCALC.ZIP	46,160
ACTION GAMES	shooting gallery	Shock Wave	SHOCK.EXE	408,665
GAMERS	edutainment	Meteor	METEOR.ZIP	115,421
GAMERS	strategy	Glass Bead Challenge	GLASSB.ZIP	384,358
SCIENCE/MATHS	physics	Battle Charge	BTC.ZIP	122,967

WHAT IS PUBLIC DOMAIN AND SHAREWARE?

PUBLIC DOMAIN



This is software that's free. You can copy and distribute it as you like. The only conditions are that: you do not pass the work off as your own; do not incorporate it in another program without due credit; and, of course, that you do not charge money for something you have got for nothing.

SHAREWARE



This is software that asks for a registration fee, either after a specific time or "if found useful". The fee varies enormously and you are morally obliged to pay it or stop using the program, although it is true that many programs ask you to send \$5 to an address in Wichita. A leading shareware author recently estimated that about 90 per cent of users don't register. Registration brings the latest version of the program; a place on the mailing list for updates; and, often, a properly printed manual. Not to mention a warm glow of moral satisfaction.

OTHERS



Bannerware/Adware:

These are programs where the author does not ask for any payment but reserves copyright. This means that you have a free license to use and copy the game.

DEMONSTRATIONS



Many commercial software houses will release a playable demo of their latest games so that you have some idea of what you're expected to pay £50 for. Not often found in libraries, they tend to live on the cover of magazines or on bulletin boards.

WHAT DO YOU GET?



The disk should contain a file called READ.ME or README. 1ST. Read it by typing: TYPE README.1ST | MORE. There will also be some sort of batch (.BAT) file in the disk. Typing in the name of it should load the program. Most programs will come in archived form. This is because the library is trying to fit as much information as possible on a 760k disk. The files will have extensions, such as .ARC, .ARJ, .LHA, .PAK, or .ZIP. However, the disk will come with a program that will decompress the files, together with instructions on how to use it.

SHOCK WAVE

THIS IS SET ON THE MOON, around 2100 (nine o'clock). The moon has become a battle ground for huge corporations, battling for power and land. One of them, Zortech, is killing thousands of people a day – something to do with productivity targets, I suppose. Who dares stand in its way? Why, America, of course. Hope the moon has better luck than Somalia.

You pilot the incredible Shock Wave ship against Zortech. "As a member of the elite FBI, you must pilot this vessel to victory," it says here. This involves flying across a two-dimensional planet surface and staying alive long enough to make sure no one else does.

You have to find various access cards and use cloaking to avoid detection by Zortech defences. And you can't just shoot anything – if you blast acid pits, the fumes will corrode your ship and land mines will make a mess of your body work. On each level you must gather all ammo and energy, locate the radiation field neutraliser and clean up the nuclear waste and blast all of the Zortech buildings.

There are things like teleporters about, but, basically, this is an unchallenging two dimensional shoot 'em up without the gameplay of even *Alien Force*. It's brightly coloured and well put together, but it's unlikely to test any modern PC games player.

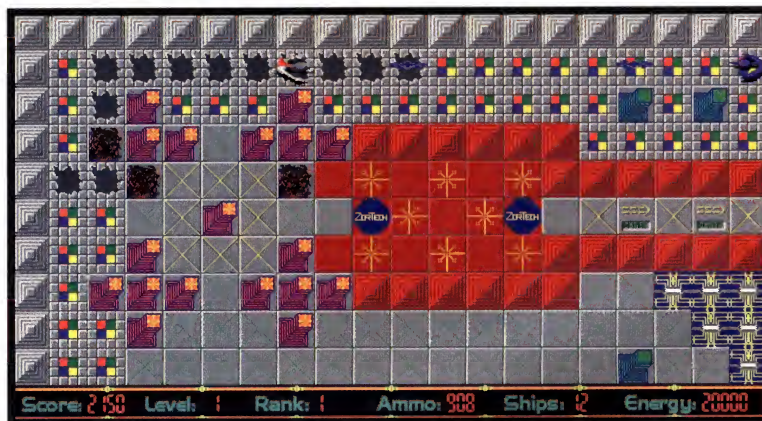
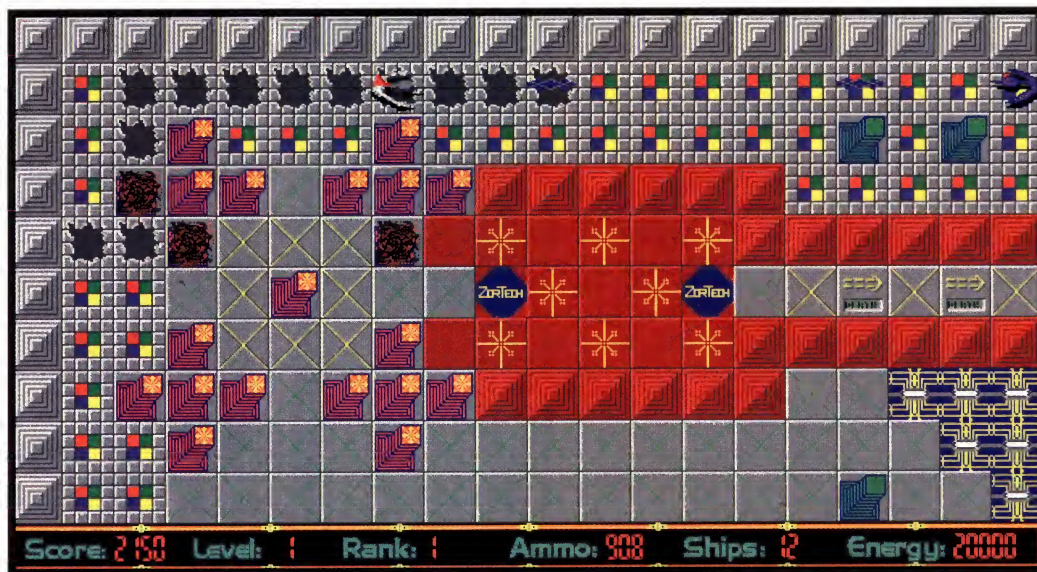
The intro screen is in verse, a first and (I hope) a last for shareware. Registration brings episode two.

Shareware from: Erich Kring, Technosoft Co., 61577 Wagon Wheel Ct., Washington, MI. 48094-1456

Registration: \$10.00

Needs: 386 or higher, 4MB of memory and VGA or better

Supports: Keyboard, joystick and most sound cards



SLAY

SLAY is one of those strategy games that look easy but prove to be frustratingly addictive. The premise couldn't be more simple. All you have to do is conquer territory and fight off attempts to capture your patch of land. But you need to think ahead and consider things like supply lines and resources. It's a game for two to six human or computer players.

The object of the game is to capture the whole of the island by capturing land owned by other players. You have to kill all their people to do this and – even worse – chop down trees.

Your land is divided into territories of adjoining hexagons. Each territory of two or more hexagons has its own capital, shown by a house. The money that a territory has is kept in the capital. At the beginning of each turn, a waving flag will appear over the

capitals of any territories that have enough money to buy new peasants or castles. Click on the capital and its information will be shown in the Information window. If there is either a peasant or a castle shown in the window then you can click on one of them and move it onto an empty hexagon in the capital's territory.

If your men have neither captured an enemy hexagon nor chopped down a tree during this turn, they will jump up and down to show that they can still be moved. You can pick up a jumping man and move him as many times as you want within his own territory. However, your jumping man can make only one attack per turn onto an enemy hexagon adjoining his territory, or chop down one tree in his own territory.

"Easy to learn but difficult to master," as the old saying goes. An aggressive campaign of expansion early on, and you can see all your gains evaporate as your money runs out and your positions are overrun.

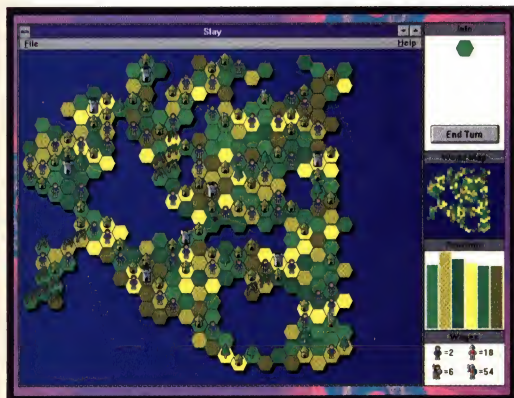
The display is good, at least it is for a strategy game, and it's great fun to play. *Slay* would serve as a good introduction to strategy games and a nice warm up for the already converted.

Shareware from: Sean O'Connor

Registration: £20 from Sean O'Connor, 62 Whitney Drive, Stevenage, Herts, SG1 4BJ, England

Needs: Any computer that can run Windows 3.1

Supports: Mouse



(Left) *Slay* has a good display – it shows your land divided into territories of adjoining hexagons.



ZONE ware

Are you a few parts short of a complete solution? Or still desperate for that *Space Hulk* cover disk? Then be still your beating heart because on these pages you can order all the back issues you desire. And if the cashpoint machine is salivating at the sight of your card, why not pay less for your fun by taking a dabble in the world of shareware. Nine out of ten bank managers recommend it.

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BUYERS' GUIDE

Welcome to the all-singing, all-dancing **PC Zone** Buyers Guide that is to gaming what the **BR** timetable is to trainspotters. You name it, it's here – painstakingly compiled by our very own engine driver.

Issue 1 – April 1993

Dune II
(89: Recommended) Virgin Interactive Entertainment – Strategy £35.99
Civilization meets *Sim City* in a frantic spice 'em up.
Lemmings 2: The Tribes
(88: Recommended) Psygnosis – Puzzle Game £39.99
A brilliant reworking of one of the best computer games ever written.
Ragnarok
(60) Mirage – Board Game £35.99
As the great man said: if you like this sort of thing, this sort of thing you like. Let down by too many inessential, flashy bits and not enough on the main, interesting idea. As stand-alone shareware, *The King's Table* would rate 75%.
Reach For The Skies
(52) Virgin Interactive Entertainment – Flight Sim £35.99
Uninspired ww2 flight sim with pretensions to strategy that don't stand up to close inspection.
Shadowlands
(60) Krisalis – Role-Playing Game £34.99
We asked a hundred people who'd played *Shadowlands* if they thought it was a damn good game with a smart control system. They said "Yes". Our survey said "Erk-err". Sorry, they lose.
Stunt Island
(82: Recommended) Infogrames – Flight Sim £49.99
A unique simulation that combines all the fun elements of flight sims with superb 3D construction, film and editing utilities. A bit on the pricey side, but good value for film buffs nonetheless.
Tegel's Mercenaries
(50) Electronic Arts – Strategy – Deleted
Not funny. Not entertaining. And not very good.
The Complete Chess System
(80: Recommended) Kompart (UK) Ltd – Chess £34.99
Good enough for the expert, easy enough for the beginner.
The Legend Of Myra
(65) Grand Slam – Puzzle £14.99 – £10 direct
One of the best *Boulderdash* clones to appear recently. Hardly original, but fun for a while if you've got fast reflexes.
Transarctica (CD)
(55) Simarils – Strategy £39.99
Reads a lot better than it plays. Very disappointing.
Ultima Underworld II: Labyrinth Of Worlds
(94: Classic) Origin – Role-Playing Game £39.99
Just go out now and buy it, okay.

Issue 2 – May 1993

Archer Maclean's Pool
(87: Recommended) Virgin Interactive Entertainment – Sport £25.99
Excellent pool game. An impressive, if not wildly different, sequel to *Whirlwind Snooker*.
Battlechess 4000
(81: Recommended) Electronic Arts – Chess £44.99
Brilliant, funny and with a workmanlike chess sim attached. But for how long will it stay funny?
Blade Warrior
(40) Zeppelin Games – Combat £9.99 (£12.99 CD)
Arcade combat jaunt with a smattering of detailed quest elements.
Buzz Aldrin's Race Into Space
(90: Classic) Interplay – Strategy £39.99
Testing strategy/historical simulation. Buy it.
Crystals Of Arborea
(47) Simarils – Role-Playing Game £2.99
A badly designed RPG with only its price to recommend it.

Heroquest
(66) Gremlin Graphics – Board Game £11.99
A good, but uninspired conversion of the classic board game.
Jordan In Flight
(70) Electronic Arts – Sport £39.99
Looks good, plays okay. There's just not enough to it, and it's a bit too easy.
Metal Mutants
(45) Simarils – Combat £2.99
Impress your friends – this disk makes an unusual coaster that will brighten up any coffee table.
Ringworld
(80: Recommended) Tsunami – Adventure £39.99
An engaging interactive point 'n' click sci-fi romp.
Shadow Of The Comet
(87: Recommended) Infogrames – Adventure £44.99
A successful attempt to recreate the work of *Lovercraft* for game players. A must buy.
Space Quest V: Roger Wilco The Next Mutation
(72) Sierra On-Line – Adventure £39.99
Better than the usual twee nonsense from Sierra.
Spear Of Destiny
(60) Psygnosis – Shoot 'Em Up £39.99
Out classed, out of time and overpriced.
Storm Master
(70) Simarils – Strategy £12.99
An attractively presented and absorbing strategy game.
Vell Of Darkness
(70) US Gold – Role-Playing Game £35.99
Good script, easy to play but a little short.
Wacky Funsters
(30) Accolade – Compendium (not available in the UK)
The game never gets beyond being the equivalent of an enjoyable demo.
X-Wing
(88: Recommended) LucasArts – Space Combat £45.99
Fabbo space-based shoot 'em up.
Xenobots
(75) Electronic Arts – Combat £39.99
A spanking good, strategic shoot 'em up, which has too short a life expectancy for our liking.
Zool
(85: Recommended) Gremlin Graphics – Platform Game £34.99
The best platform game released for the PC so far.

Issue 3 – June 1993

DJ Puff
(62) Codemasters – Platform Game £9.99
Okay, but it looks like an 8-bit console game.
Dogfight
(50) MicroProse – Flight Sim £44.99
Far too easy, major light model discrepancies and grass can kill you. All in all, a pile of jobs.
International Athletics
(55) Zeppelin Games – Sport £9.99
Fun as far as it goes, which isn't far.
International Rugby Challenge
(67) Domark – Sport £34.99
Scores a try, but doesn't quite manage the conversion.
Serpent Isle: Ultima VII Part Two
(89: Recommended) Origin – Role-Playing Game £44.99
Origin's flair for storytelling and atmosphere creating pays off once again.
Spaceward Ho!
(25) New World Computing – Space Combat £44.99
There are better strategy games for free.
Strike Commander
(65) Origin – Flight Sim £44.99
There are lots of brilliant bits, but unfortunately there's also an equal number of "unbrilliant" bits.

The Greatest
(70) Beau Jolly – Compilation £39.99
A good way to save £81.98 and try out some good, if slightly old, games.
The Legacy
(60) MicroProse – Role-Playing Game £44.99
A brave attempt to create a gothic role-playing game which doesn't quite gel.
The Terminator 2029
(50) Bethesda Softworks – Combat £29.99
Terminal Case.
Tony La Russa II
(73) SSI – Sport – Deleted
An exceptionally-detailed baseball game, and almost a very good one.
Unlimited Adventures
(59) SSI – Role-Playing Game £37.99
Competent, but not the most essential purchase ever.
Wayne Gretzky Hockey 3
(69) Bethesda Softworks – Sport £44.99
May appeal to buffs, but has nothing to attract the casual browser.
World Cricket
(30) Zeppelin Games – Sport £9.99
Fails to provide either action or strategy.

Issue 4 – July 1993

Boston Bomb Club
(70) Simarils – Puzzle £9.99
Fairly basic but fairly addictive puzzler.
Cohort II
(30) Impressions – Strategy £34.99
All the fun and entertainment of a barium meal.
Eye of the Beholder III: Legend Of Myth Drannor
(64) SSI – Role-Playing Game £39.99
Has none of the feel or atmosphere of its prequels. Strictly for the yellow-fingernailed brigade only, I'm afraid.
Freddy Pharkas Frontier Pharmacist
(85: Recommended) Sierra On-Line – Adventure £39.99
An utterly absorbing, entertaining and difficult point 'n' click adventure with some incredibly naff in-jokes.
Maelstrom
(70) Empire – Strategy £39.99
You've read the review – you decide.
Nippon Sales Inc
(66) Global Software – Adventure £34.99
Great plot, nice artwork, decent price but nothing out of the ordinary.
Populous And The Promised Lands
(85: Recommended) Hit Squad – Strategy £14.99
One of the greatest games ever written – buy it!
SimLife For Windows
(69) Virgin Interactive Entertainment – Strategy £35.99
If you liked *SimEarth*... Fun, but not lasting fun.
Space Hulk
(90: Classic) Electronic Arts – Strategy £44.99
Death, destruction, blood, gore, tension, fear, and a damn good game as well.
Starblade
(22) Simarils – Space combat/Trading £9.99
It crashes a lot, but why care?
Strike Fleet
(75) Hit Squad – Wargame £14.99
A worthwhile addition to naval sims.
Super Ski II
(20) Microids – Sport £9.99
Sad, specky ski game.
The 7th Guest
(60) Virgin Interactive Entertainment – Adventure £44.99 (CD)
Technologically okay, but disappointingly weak on gameplay.

Tom Landry Strategic Football
(75) Merit Software – Sport £44.99
A very good, strategic, American football sim that could do with more player involvement.
V For Victory 3 – Market Garden
(82: Recommended) Three-Sixty Pacific – Wargame £34.99
Why bother with boards, hexes and counters when you've got games like this?
Where In Space Is Carmen Sandiego?
(85: Recommended) Electronic Arts – Edutainment £39.99
Educational, fun and highly recommended.

Issue 5 – August 1993

10 Intelligent Strategy Games
(60) Oxford Softworks – Compendium £34.99
Good sampler and cheap if you need them all.
688 Attack Sub
(78) Hit Squad – Submarine Simulation £14.99
Sub-standard? Definitely not!
Air Bucks v1.2
(49) Impressions – Strategy £34.99
A potentially interesting variation on a theme, which fails largely due to being more than a tad unexciting.
Betrayal At Krondor
(91: Classic) Dynamix – Role-Playing Game £44.99
The licence makes a lot of difference – great story, great game.
Championship Manager '93
(75) Domark – Sport £29.99
An undoubtedly "serious" management game that's involving, but occasionally unnecessarily slow.
Chess Maniac 5 Billion & 1
(60) Spectrum Holobyte – Chess £44.99
Falls between two stools – and I'm being very nice here.
Dizzy Collection
(60) Codemasters – Compilation £35.99
Contains: *Fast Food Dizzy*, *Fantasy World Dizzy*, *Kwik Snack*, *Dizzy Prince Of Yolkfolk*, *Magidand Dizzy*. A poor egg-scuse to make totally unfunny egg yolks. Just about playable.
Ishar 2: Messengers Of Doom
(50) Simarils – Role-Playing Game £32.99
Would have been a real contender if it had been released a year or two earlier.
James Pond 2: Codename Robocod
(87: Recommended) Millennium – Platform Game £30.99 – Only available in a compilation
"Nifty scrolling, great gameplay" is our first remark on playing *Robocod*, closely followed by "Has anyone got a pair of sunglasses?"
Premier Manager
(59) Gremlin Graphics – Sport £29.99
Not recommended as a full-priced game – it would make a good, fun budget game.
Prince Of Persia 2: The Shadow And The Flame
(89: Recommended) Brøderbund – Platform Game £39.99
We reckon they could have done more with it, but it's a corker nevertheless.
Protostar
(80: Recommended) Tsunami – Space Combat/Trading £39.99
A slick game that's full of nice touches and good ideas, but if you're not patient, don't bother.
Syndicate
(90: Classic) Electronic Arts – Strategy £44.99
Incredibly violent, completely amoral and brilliant fun.
The Cycles
(55) Hit Squad – Sport £12.99
Sadly, an overpriced and underpowered ride into the past.



X-Wing: groove on down to the old "destroy the Death Star, save the croissant-haired princess" tune.

War In The Gulf

(81: Recommended) Empire – Wargame £34.99
Another great set of blood-thirsty missions for one of the most playable 3D battle sims ever.

Worlds Of Legend

(73) Mindscape – Role-Playing Game £25.99
Perfectly reasonable but rather old-fashioned fantasy RPG jobbie.

WWF Wrestlemania

(58) Hit Squad – Sport £9.99
Fairly limited beat 'em up, which was delivered much better on the console.

Issue 6 – September 1993

Blade Of Destiny: Realms Of Arkania

(78) US Gold – Role-Playing Game £39.99
Large in scale, absorbing to play – but more suited to "serious" role-players than your average gamer.

Blue Force

(35) Tsunami – Adventure £39.99
Tiresome controls and sloppy design mar what could have been a decidedly average adventure.

Caesar's Palace For Windows

(65) Virgin Interactive Entertainment – Casino Compendium £35.99
A good compulsion; unnervingly addictive.

Flelds Of Glory

(89: Recommended) MicroProse – Wargame £44.99
A brilliant sim that puts even the most reluctant wargamer right into the thick of it. Only its speed prevents it from being awarded Classic status.

Flashback

(89: Recommended) US Gold – Platform Game £37.99
It's *Prince Of Persia* in the future (but this time he's got a gun).

Lotus – The Ultimate Challenge

(68) Gremlin Graphics – Driving Game £34.99
Nothing particularly new, but good fun, especially in two player mode.

Maniac Mansion 2: Day Of The Tentacle

(85: Recommended) LucasArts – Adventure £42.99
Lovely graphics, good music, quite challenging but a bit too American for my roast beef and dumplings taste buds.

MIG-29: Fulcrum

(70) Domark – Flight Sim £14.99
Almost no scenery, but a nice flight model.

Monopoly

(75) Supervision – Board Game £34.99
A faithful conversion, which is slightly too flashy for its own good.

Napoleonic

(79) On-Line Entertainment – Wargame Compendium – Deleted £34.99
Three excellent and original Napoleonic wargames for tactical experts.

Open Golf

(50) Ocean – Sport – Deleted
A disappointing foray into the world of golf sims from Ocean.

Pinball Dreams

(78) 21st Century Entertainment – Pinball Simulation £37.99
As enjoyable as the real thing, but a bit on the pricey side.

Prehistorik 2

(50) Titus – Platform Game £7.99
A very average platform game, which competes with some budget titles but little else.

Rags To Riches

(60) Interplay – Strategy £39.99
Lacks excitement; unlikely to have a long life.

Return Of The Phantom

(73) MicroProse – Adventure £44.99
Delightfully atmospheric and aimed at beginners, but a tad too short and easy to justify the price.

Sensible Soccer

(70) Renegade – Sport £34.99
The best football game around for the PC, but still not as good as it should've been.

Space Legends

(75) Empire – Compilation £34.99
You'll like at least two out of three.

The Immortal

(70) Hit Squad – Role-Playing Game £14.99
At least four Sunday afternoons' play we reckon.

Tornado

(93: Classic) Digital Integration – Flight Sim £44.99
The more you play, the deeper it gets – eventually you'll need a bathyscape. Not for beginners.

Issue 7 – October 1993

Ambush At Sorinor

(70) Empire – Strategy £39.99
Short, sharp missions, and plenty of them, make this an interesting strategy game.

Archer Maclean's Pool (256 colour version)

(88: Recommended) Virgin Interactive Entertainment – Sport £30.99
Exactly what it claims to be – the same game with more colours. Score assumes you don't have the original.

Caesar Deluxe

(70) Impressions – Strategy £34.99
More user-friendly than its predecessor but the game remains the same.

Clash Of Steel

(67) SSI – Wargame £39.99
Intricate and well presented wargame with plenty of appeal for the dedicated wargamer.

Day Of The Tentacle (CD)

(87: Recommended) LucasArts – Adventure £45.99
A very taxing, very American adventure, with some of the best animation ever.

Dune (CD)

(82: Recommended) Virgin Interactive Entertainment – Adventure £44.99
A shining example of a good game made into a great game for CD.

Eric The Unready (CD)

(77) Accolade – Adventure £34.99
Hilarious, but the creaky interface isn't so funny.

F-15 Strike Eagle II

(85: Recommended) Kixx – Flight Sim £16.99
It still holds its own in a dogfight.

Flames Of Freedom

(70) Kixx – Strategy/Arcade £9.99
A bit old, a bit saggy, but will still give purists much fun.

Galactic Warrior Rats

(75) Alternative Software – Arcade £9.99
Totally simple, totally basic, but quite good fun nevertheless.

Gunboat

(54) Hit Squad – Submarine Simulation £14.99
A better idea than game.

Hardball

(20) Hit Squad – Sport £12.99
Interesting only as an example of how bad baseball games used to be.

Imperial Pursuit

(80: Recommended) LucasArts – Space Sim £19.99
Long, involving "story-driven" tour of duty, perfect for Skywalker-wannabes.

King's Quest VI (CD)

(90: Classic) Sierra On-Line – Adventure £49.99
Excellent use of a CD, despite the "soft" story.

Lands Of Lore

(90: Classic) Virgin Interactive Entertainment – Role-Playing Game £35.99
A tasty and involving reminder of what *Eye Of The Beholder III* could have been.

Legend Of Kyrandia (CD)

(82: Recommended) Virgin Interactive Entertainment – Adventure £44.99
Stunning to look at, but not really challenging enough if you're the type who has played a lot of adventures before.

LHX Attack Chopper

(88: Recommended) Hit Squad – Flight Sim £14.99
Still one of the classic flight sims.

Loom

(72) Kixx – Adventure £14.99
Simple and enchanting adventure; an ideal game for beginners.

Mean 18"

(60) Hit Squad – Sport £9.99
Reasonable mid-table golf game.

MIG-29

(75) MicroProse – Flight Sim £19.99
An excellent add-on for *Falcon 3.0* fans, but nothing groundbreaking in flight sim terms.

NHL Hockey

(91: Classic) Electronic Arts – Sport £44.99
A great version of a brilliant game.

Pirates Gold!

(75) MicroProse – Strategy £44.99
As good as the original. Unfortunately, it almost is the original.

Railroad Tycoon Deluxe

(72) MicroProse – Strategy £39.99
Not significantly better than the original, but if you haven't got that then add 20% to the score.

Ringworld (CD)

(82: Recommended) Tsunami – Adventure £39.99
An alternative to having it on disk; nothing more!

Rules Of Engagement 2

(91: Classic) Impressions – Strategy £44.99
A game of great depth and complexity.

Seal Team

(77) Electronic Arts – Shoot 'Em Up/Strategy £44.99
In storyboard form I imagine it looked fabulous. In transition to code, however, it feels like something has gone astray.

Simon The Sorcerer

(86: Recommended) Adventuresoft UK Ltd – Adventure £39.99
At last an Anglo answer to the average American adventure. Recommended.

The Lost Vikings

(80: Recommended) Interplay – Arcade £34.99
An excellent puzzle/platform/arcade game (categorise it yourself, we can't be bothered).

The Patrician

(65) Daze Marketing – Trading Sim £34.99
Desperate for a trading game set in the Hanseatic League but which could have been given more zap? Look no further.



Simon The Sorcerer: at last, an adventure game with a sense of humour – albeit a bit Pratchett-esque.

Wing Commander Academy

(60) Origin – Flight Sim £19.99
This is only really worth it for *Wing Commander* combat addicts.

Issue 8 – November 1993

Battle Chess

(45) Interplay – Chess £44.99
Stalemate for the *Battlechess* series.

Blue Force (CD)

(40) Tsunami – Adventure £39.99
A criminal waste of a CD.

Conquered Kingdoms

(71) Mirage – Wargame £44.99
The rather second rate packaging and laughable manual conceals a highly playable, fantasy wargame.

Cover Girl Strip Poker

(40) On-Line Entertainment – Card Game £34.99
An appallingly bad poker game; a weak excuse for some dirty pics.

Flight Simulator 5.0

(90: Classic) Microsoft – Flight Sim £35.00
The definitive flying simulation, but not the definitive flying "game".

Gear Works

(62) The Software Business – Puzzle Game £19.99
Not good enough for the price and not cheap enough for what it is.

Grand Prix Circuit

(50) Hit Squad – Driving £12.99
Playable but crap for the price.

Hard Drivin' 2

(30) Hit Squad – Driving £12.99
Unplayable and crap for the price.

Homeworld: Gateway II

(75) Accolade – Adventure £39.99
Long, hard trek through pretty unatmospheric space.

Lord Of The Rings

(70) Interplay – Role-Playing Game £44.99
New and improved role-playing Tolkien jaunt for patient fantasy fans only.

Lost In Time

(69) Coktel Vision – Adventure £44.99
Tough, good looking adventure that comes a cropper at the end.

Motor Stars

(75) Revell – Racing £59.99
Sex on CD for kit-heads but coffee mat for everyone else.

Patriot

(45) Three-Sixty Pacific – Wargame £44.95
A revolutionary but seriously flawed approach to land-based wargaming.

Shadowlands

(65) Hit Squad – Role-Playing Game £12.99
One for the RPG addicts.

Solitaire's Journey

(87) Mirage – Puzzle £44.99
The closest that solitaire fans will get to Heaven on Earth.

Stronghold

(80: Recommended) SSI – Strategy £35.99
Extremely addictive even if you'd normally steer clear of D&D™.

Super Space Invaders

(75) Hit Squad – Arcade £9.99
Here's a blast from the past for less than a round of drinks.

T2

(80: Recommended) Virgin Interactive Entertainment – Arcade £29.99

Mindless, chaotic and highly addictive.

The Silver Seed (Ultima VII Add-On Disk)

(50) Origin – Role-Playing Game £19.99
An utterly pointless addition to a brilliant game. One can only turn to Origin and ask "Why?"

Troddlers

(79) SSI – Puzzle Game £29.99
Not at all bad, but it smacks too much of other games to achieve classic status.

Issue 9 – December 1993

Blue Angels

(30) Hit Squad – Flight Sim £12.99
Interesting, but hardly spectacular.

Brutal Football

(65) Millennium – Sport £29.99
Too much violence, not enough game.

Chuck Yeager's Air Combat

(85: Recommended) Hit Squad – Flight Sim £14.99
Living proof that pensioners still have what it takes.

Clix

(62) The Genesis Arcade – Puzzle Game £14.99
Nice idea, shame about the gameplay.

Cogito

(57) Mindscape – Puzzle Game £29.99
A reasonably entertaining and challenging puzzle game, but only for the patient.

Dark Sun: Shattered Lands

(83: Recommended) SSI – Role-Playing Game £45.99
The next best thing to an *Ultima*.

Dino Dini's Goal

(60) Virgin Interactive Entertainment – Sport £35.99
Kick off with sideways options (but it works). Not as good as *Sensible Soccer*.

Dracula

(65) Psygnosis – Arcade £39.99
A good, challenging game, but the execution should have been better.

Frontier: Elite II

(95: Classic) Gametek – Space Trading Sim £39.99
Without doubt an unrivalled classic; nothing else even comes close.

Front Page Sports Football Pro

(85: Recommended) Dynamix – Sport £39.99
The best around, but you'll definitely need a high-spec machine.

Goblins

(50) Coktel Vision – Puzzle – £39.99
An unimproved CD version of an original but inspired game.

Hook

(35) Hit Squad – Adventure £12.99
At last we have perhaps the most faithful film conversion around. The movie was a turkey, so is the game.

Jack The Ripper

(39) Mirage – Adventure £44.99
Ugly, unpleasant and boring. Give it a job with PG Zone.

Jutland

(72) On-Line Entertainment – Strategy £59.99
Good but sadly there are too many unnecessary gimmicks.

Kasparov's Gambit

(85: Recommended) Electronic Arts – Chess £44.99
Excellent chess game with attitude and personality.

Magic Candle II

(80: Recommended) Hit Squad – Role-Playing Game £14.99
Good as an RPG, excellent as a budget.

NFL Coaches Club Football

(70) MicroProse – Sport £44.99
A good attempt that's let down by the rather poor passing system.



IndyCar Racing: great graphics and playability make this the best ever driving game.

Privateer

(75) Origin – Flight Sim £49.99
Wing Commander fans will love this. X-Wing fans won't. It's as simple as that.

Sim Farm

(79) Maxis – Strategy £34.99
Quite good if you like farming, but not as good as Sim City.

Steel Thunder

(60) Hit Squad – Arcade £12.99
Reasonable fun, but not one you'd come back to.

Street Fighter II

(81: Recommended) US Gold – Beat 'Em Up – £29.99
Addictive and violent but the cross over to the PC hindered unless you invest in a game pad.

Strike Commander: Tactical Operations
(80: Recommended) Origin – Flight Sim £19.99
Essential if you're determined to get the most out of Strike Commander.

V for Victory 4: Gold-Juno-Sword

(78) Three-Sixty Pacific £34.99
It's still the best computer wargames system but it needs a shot in the arm... or leg... or both even.

When Two Worlds War

(63) Impressions – Wargame £34.99
An unattractive attempt at a strategy wargame that fails to add anything new – including excitement. Give us dice and counters any day...

Issue 10 – January 1994

8 Ball Deluxe

(75) Supervision – Pinball Game £34.99
Technically, the best pinball game there is, but there's not enough of it for the price.

20th Century Almanac

(30) The Software Business – General Interest £74.99
Outrageous price for a poor substitute for a hardback encyclopaedia.

Aces Over Europe

(78) Dynamix – Flight Sim £44.99
It's better than Aces Of The Pacific, but so it should be. Dated, but still very playable.

Air Combat Classics

(60) US Gold – Flight Sim £45.99
Shows just how far things have progressed in five years.

Alien Breed

(75) Team 17 – Shoot 'Em Up £29.99
Enjoyable, undemanding shoot 'em up that comes into its own in two-player mode.

Dracula Unleashed

(85: Recommended) Mindscape – Adventure £39.99
Classy adventure that you can really get your teeth into.

Dreamlands

(72) Daze Marketing – Compendium £29.99
The ideas and graphics are interesting, the gameplay, however, isn't.

Goblins 2

(67) Coktel Vision – Puzzle Game £44.99
Zany puzzle game, frustrating at times but mostly good fun.

IndyCar Racing

(93: Classic) Virgin Interactive Entertainment – Driving £44.99

The new definitive driving game. And it comes with a free moustache.

Innocent Until Caught

(84: Recommended) Psygnosis – Adventure £44.99
Well worth nicking. Ho ho.

Jurassic Park

(73) Ocean – Adventure £34.99
Despite some irritating flaws, an atmospheric and addictive game.

Knights Of The Sky

(79) Kixx – Strategy £16.99
A game that's well worth buying for the two-player option alone.

Links Championship Course: Innisbrook

(75) US Gold – Sport £24.99
If you really want another Links course, then this is one.

Links

(80: Recommended) Kixx – Sport £16.99,
An excellent golf game for anyone with a less than ninja PC.

Lords Of Power

(85: Recommended) Ubisoft – Strategy £39.99
A first class simulation which you would be mad not to buy.

Network Q RAC Rally 2

(80: Recommended) Europress Software – Driving £34.99
A rather good addition to the current crop of driving games, if you can stand the opponent's amazing skills.

Newsweek Interactive

(30) The Software Business – General Interest £39.99
Over-priced, over-patronising and over here.

Night Shift

(70) Kixx – £12.99
A suitably frantic and frustrating puzzler.

Oceans Below

(70) The Software Business – Edutainment £39.99
Initially interesting, but unfortunately the novelty all too soon wears off. Strictly for scuba diving fans.

Protostar (CD)

(80: Recommended) Accolade – Space Sim £39.99
Absorbing, well designed and, if you can forgive its weaker moments, it'll keep you busy for ages.

Return To Zork (CD)

(90: Classic) Activision – Adventure £49.99
Bad news for text-adventure purists who thought that Zork was sacred. Ha!

Return To Zork

(90: Classic) Activision – Adventure £45.99
A highly imaginative and enjoyable adventure game with some very clever knobs attached.

Shadowcaster

(66) Electronic Arts – Role-Playing Game £44.99
Neither Wolfenstein nor Underworld. And not much in-between.

Speed Racer

(49) Accolade – Racing £39.99
Nice intro, shame about the game.

Star Trek: Judgement Rites

(79) Interplay – Adventure £44.99
The stories are poetic and the variety of gameplay is "fascinating" but it is not the best flight sim or adventure game.

Strike Squad

(25) Empire – Strategy £39.99
Just turn the page and get on with enjoying life, okay?

The Blue And The Gray

(78) Impressions – Wargame £39.99
Dedicated blood 'n' guts fans will find it a little simplistic, but it's a great all-round wargame with hidden depths and long term playability.

The Even More Incredible Machine

(89: Recommended) Dynamix 39.99
If you've never played The Incredible Machine now's the time to start.

World Class Rugby

(60) Audiogenic – Sport £14.99
Not really worth the waggie.

World War Two: Battles Of The South Pacific

(62) Mirage – Strategy/Action £44.99
Innovative mix of naval strategy and action. The gameplay doesn't quite live up to expectations –

Issue 11 – February 1994

Advantage Tennis

(55) Infogrames – Sport £35.99
Unexciting tennis game that lacks punch.

Alone In The Dark 2

(97: Classic) Infogrames – Adventure – £39.99
Absolutely Brilliant! What the PC was made for.

Alone in the Dark (CD)

(92: Classic) Infogrames – Adventure £44.99
Still the best thing since sliced bread. Buy it.

B-Wing

(72) US Gold – Space Sim £19.99
Your sister either fancied Han Solo or Luke Skywalker. You'll either fancy B-Wing or, er, something else.

Capitol Hill (CD)

(75) Software Toolworks – Edutainment £39.99
Comprehensive introduction to American politics

Chessmaster 4000 Turbo

(90: Classic) Mindscape – Chess £34.99
Tough opponent: gentle teacher.

Critical Path (CD)

(72) Media Vision – Adventure £49.99
Slick and atmospheric but way too short.

Dungeon Hack

(62) SSI – Role-Playing Game £39.99
Not enough there. Not enough design options. Not enough gameplay. Very hardened and grizzled role-players only.

Fire And Ice

(75) Renegade – Platform Game £29.99
A fun, but difficult game, marred only by an over-inflated price and ridiculous copy protection.

Flight Sim Toolkit

(80: Recommended) Domark – Simulation £49.99
Recommended, but only if you find Stunt Island limiting. It can be very heavy going.

Global Dominator

(65) Impressions – Strategy £39.99
Slick, addictive strategy game but it presents no long term challenge.

Goblins 3

(75) Coktel Vision – Puzzle Game £39.99
Good for beginners and a pleasant diversion for seasoned adventurers.

Kingmaker

(80: Recommended) US Gold – Board Game £37.99
Without doubt the best board game conversion for a long, long time.

Magic Boy

(60) Empire – Platform Game £25.99
Not very "magic" at all.

Master of Orion

(72) MicroProse – Strategy £44.99
A good one for all the accountants out there.

Rebel Assault

(93: Classic) LucasArts – Shoot 'Em Up £49.99
It's Star Wars. It's also the most important game to date.

Striker

(55) Elite – Sport £29.99
Another Paul Bodin penalty of the gamesplaying world.

Subwar 2050

(88: Recommended) MicroProse – Simulation £44.99
Easily the best "fun" simulation that MicroProse has produced.

The Labyrinth Of Time

(89: Recommended) Electronic Arts – Adventure £39.99
Beautiful, alluring, a touch slow and a little fussy. A quite superb adventure though.

The Terminator Rampage

(75) Bethesda Softworks – Arcade £39.99
Okay, but once you've seen Doom, you'll laugh in Rampage's face and spill its pint.

VGA Planets

(70) PAW PBM – Role-Playing Game £24.99
A rather interesting type of role-playing game that takes some time, but is generally worth the wait.

Issue 12 – March 1994

Campaign

(52) Empire – Strategy £39.99
Dim-witted attempt at simulating armoured action – too buggy to recommend, despite colourful graphics and arcade sequences.

Championship Manager '94

(80: Recommended) Domark – Sport £29.99
It's still the best (just).

Championship Manager Italia

(80: Recommended) Domark – Sport £29.99
It's the best too, just with a few more noughts at the end of the transfer figures.

Combat Classics 2

(50) Empire – Flight Sim Compendium £34.99
Sadly, this compilation contains one classic and two rather second-rate duds.

Companions Of Xanth

(73) Accolade – Adventure £39.99
Awful puns. Questionable Humour. Very Monkey Island-esque. What more could you want from an adventure?

Cyber Race

(64) Cyberdreams – Racing £44.99
Mildly entertaining for a quick blast, but that's about it.

Fury Of The Furries

(85: Recommended) Mindscape – Puzzle/Platform Game £39.99

A riveting platform puzzler, but not for the easily frustrated.

Gabriel Knight

(92: Classic) Sierra On-Line – Adventure £39.99
Brilliant and frightening offering from Sierra.

Genesis

(83: Recommended) Mindscape – Strategy £34.99
A little bit of Populous, a little bit of Civilisation.

Hand Of Fate

(82: Recommended) Virgin Interactive Entertainment
Adventure £39.99

You've got to hand it to Westwood, this is a bit of a stunner.

Heirs To The Throne

(43) Mirage – Strategy £44.99

If I got this kind of quality from a PD game I'd be blinking well complain.

Indianapolis 500

(65) Hit Squad – Driving £14.99

A once-great giant succumbs to the ravages of time.

Leisure Suit Larry 6

(75) Virgin Interactive Entertainment – Adventure £35.99

The best Larry yet; but he's getting way past his sell-by date.

Lilil Divil

(90: Classic) Gremlin Graphics – Puzzle Game £39.99
An excellent puzzle game with wit and flair.

Police Quest 4: Open Season

(78) Sierra On-Line – Adventure £39.99

A thoroughly professional job for those who can think and click at the same time.

Premier Challenge

(78) T'ai Chi – Sport £24.99

Design your own game. Boost this score.

Premier Manager 2

(65) Gremlin Graphics – Sport £34.99

It's better, but still too obsessed with interior decorating for my liking.

Shadow Of Darkness

(80: Recommended) Sierra On-Line – Adventure £39.99
A compelling storyline makes up for the dull battle scenes.

The Incredible Toons

(82: Recommended) Dynamix – Puzzle Game £39.99
Zany, silly and highly addictive.

Issue 13 – April 1994

Archon Ultra

(78) US Gold – Strategy £39.99
More beat 'em up than strategy.

Beneath A Steel Sky

(83: Recommended) Virgin Interactive Entertainment – Flight Sim £39.99

Graphically good and pleasingly puzzling jaunt that you'll feel like returning to.

Conspiracy

(67) Virgin Interactive Entertainment – Adventure £44.99
Takes all the fun out of Ruskie bashing.

D-Day

(38) US Gold – Wargame £35.99
D-Day lies bleeding in the no man's land of wargames.

Daemonsgate

(45) Gametek – Role-Playing Game £29.99
Out-dated, tedious and visually vestigial.

Doom

(96: Classic) id Software – Arcade £34.99
The best arcade game and the best multi-player game ever. Doom is the best.

Hired Guns

(77) Psygnosis – Role-Playing Game £44.99
Ishar 2 with robots.

Hot Sound And Vision

(85: Recommended) Interplay – General Interest £44.99
An outstanding collection.

Interplay's 10 Year Anthology

(85: Recommended) Interplay – Compendium £49.99
A cost-effective way to build an instant library of classic games.

Micro Machines

(70) Codemasters – Arcade £29.99

A good two-player game (if you have a decent PC).

Mortal Kombat

(80: Recommended) Virgin Interactive Entertainment – Beat 'Em Up £29.99

Not as good as the SNES Street Fighter II, but the best on the PC.

Nomad

(78) Gametek – Space Strategy £29.99
Good game if you're more into exploring than fighting.

Pinball Fantasies

(80: Recommended) 21st Century Entertainment – Pinball Game £37.95

The meanest machine of them all and a worthy successor to the original Pinball Dreams.

Directory For Buyers

- 21st Century Entertainment
0235 851533
- Accolade 081 877 0880
- Adventuresoft 021 625 3377
- Bullfrog 0483 579399
- Codemasters 0926 814132
- Core Design 0332 297797
- Daze Marketing 071 328 2762
- Digital Integration 0276 684044
- Domark 081 780 2222
- Dynamix 0734 303322
- Electronic Arts 0753 549442
- Empire 081 343 7337
- Gametek 0753 553445
- Grandslam 081 680 7041
- Gremlin Graphics 0742 753423
- Hit Squad 061 832 6633
- ICE 0453 756993
- Impressions 071 371 2133
- Infogrames 071 738 8199
- Interplay 0235 821666
- Kixx 021 606 1800
- Kompart (UK) Ltd 0727 868005
- Krisalis 0709 372290
- LucasArts 081 960 2255
- Maxis 071 490 2333
- Merit Software 091 385 7755
- Microids 071 328 2762
- MicroProse 0454 326532
- Millennium 0223 844894
- Mindscape 0444 246333
- Novalogic 071 607 9707
- Ocean 061 832 6633
- Origin 0753 549442
- Oxford Softworks 0993 823463
- Psygnosis 051 709 5755
- Renegade 071 481 9214
- Sierra On-Line 0734 303322
- Simarils 071 328 2762
- Spectrum Holobyte 0454 326532
- SSI 0444 246333
- Team 17 0924 201846
- Titus 071 700 2119
- Time Warner 0604 602800
- Ubisoft 081 941 4004
- US Gold 021 606 1800
- Virgin 081 960 9900
- Zeppelin Games 091 385 7755

Reunion
(80: Recommended) Grandslam – Strategy £TBA
Reunion has something for everyone.

Sim City 2000
(92: Classic) Maxis – Strategy £39.99
Brilliant game that'll make you anally retentive in the extreme.

Star Trek: 25th Anniversary
(86: Recommended) Interplay – Adventure £49.99
A game boldly going where it's been before, just a little more vocally.

Strike Commander (CD)
(86: Recommended) Electronic Arts – Flight Sim £49.99
Superior flight sim, but you need the hardware to match.

The Complete UMS
(58) Mirage – Strategy £44.99
Both classics in their day, the two UMS games are a bit too long in the tooth to excite anyone but the real enthusiast.

The Lawnmower Man
(77) Sales Curve Interactive – Arcade £54.99
Excellent presentation, just a little more complexity in the gameplay and it would have been unreservedly recommended.

Winter Olympics
(64) US Gold – Sport £42.99
Has its moments, but you'll probably play it for a few hours and thereafter pick it up once a year if you get really bored.

Wizard
(73) Psygnosis – Role-Playing Game £44.99
A good stepping stone into the land of RPGs.

Issue 14 – May 1994

Air Transport Pilot (CD)
(70) RC Simulations – Simulation £79.95
Not my idea of fun but a reasonable effort for a simulation of this type.

Airlines
(20) Kompart (UK) Ltd – Strategy £39.99
Ugly, fiddly and totally boring.

Arena: The Elder Scrolls
(62) Bethesda Softworks – Role-Playing Game £45.99
Disappointing really.

Award Winner Gold Edition
(88: Recommended) Empire – Arcade £34.99
Superb quality games with unrivalled value for money. Buy it now!

Battle Isle 2
(91: Classic) Blue Byte – Strategy £54.99
Without a shadow of a doubt, the strategy game of the year.

Buzz Aldrin's Race Into Space (CD)
(95: Classic) Interplay – Strategy £39.99
A stunning improvement of an already classic game.

Cannon Fodder
(90: Classic) Virgin Interactive Entertainment – Arcade/Strategy £34.99
Great fun for all the wrong and right reasons.

CD-ROM Challenge Pack
(75) Software Toolworks – Compendium £39.99
Reasonable good compilation, but there are better ones around.

Championship Manager For Windows
(79) Domark – Sport £29.99
A wasted opportunity. Not as good as the dos version.

D/Generation
(85: Recommended) Mindscape – Adventure £19.99
Probably the best game that Windows users have ever played.

Excellent Games
(85: Recommended) Beau Jolly – Various £39.99
Great games at a great price. A compilation not to be missed, including Populous 2, Jimmy White's Whirlwind Snooker, Car And Driver and Robocod.

Fantastic Dizzy
(50) Codemasters – Platform Game £9.99
Wrong time. Wrong format. Wrong price.

Gabriel Knight (CD)
(90: Classic)

Sierra On-Line – Adventure £44.99
Brooding, atmospheric thriller.

In Extremis
(67) US Gold – Arcade £37.99
You'll shriek! You'll shout! You'll yawn!

Johnny Quest
(12) Software Business – Arcade/Adventure £29.99
Can basically be summed up in one word. Dreadful.

Megarace
(65) Mindscape – Racing £39.99
A superb demonstration of what can be done graphically with CD-ROM... and how easy it is for gameplay to suffer as a result.

Merchant Prince
(82: Recommended) Mirage – Strategy £44.99
Don't let the dodgy graphics fool you. If you give this game half a chance you'll be hooked.

Microcosm
(70) Psygnosis – Shoot 'Em Up £49.99
Brilliant graphics and excellent sound. Let down by limited gameplay.

NFL Pro League Football
(50) Digital Integration – Sport £39.99
As a play-editor it's okay, but playing the game itself is disappointing.

Privateer: Righteous Fire
(80: Recommended) Electronic Arts – Add-On £19.99
Privateer fans definitely won't be disappointed with this one.

Seawolf
(83: Recommended) Electronic Arts – Simulation £44.99
A highly atmospheric sub sim with a control interface from hell.

Starlord
(70) MicroProse – Strategy £44.99
It could have been excellent. Could have been. Damn!

The Patrician (CD)
(70) Daze Marketing – Strategy £39.99
A good game on disk, slightly better on CD.

The Red Crystal
(43) Mirage – Role-Playing Game £44.99
Don't ask your friends to play this if you want to keep them.

Unnecessary Roughness
(66) Accolade – Sport £39.99
Best described as "alright". It's as good as most American footy sims.

Issue 15 – June 1994

Bloodnet
(75) MicroProse – Role-Playing Game £39.99
Hindered by outdated implementation, but still well worth a look.

Carriers At War II
(63) Electronic Arts – Strategy £44.99
For die-hard strategy aficionados.

Darkseed
(90: Classic) Cyberdreams – Adventure £44.99
If you have a taste for the macabre, you'll never forget the Darkseed affair.

Diggers
(40) Millennium – Puzzle Game £34.99
Mind-numbingly tedious.

Disney Animation Studio
(75) Infogrames – General Interest £99.99
More serious approach with superb sample animations that you can't use!

Dragonsphere
(69) MicroProse – Adventure £39.99
A beautiful adventure game that won't tax your brain too heavily.

Evasive Action
(40) Mindscape – Simulation £34.99
So close, but more bugs than Watergate.

F1
(40) Domark – Sport £29.99
The champions of sport produce yet another world-beater.

Fleet Defender
(86: Recommended) MicroProse – Flight Sim £44.99
Heavyweight flight sim, both helped and hindered

by over-clever graphics.

Hanna-Barbera Animation Workshop
(75) Empire – General Interest £49.99
Tries to make everything fun and encourages you to try out other methods of animation.

Hornet Naval Strike Fighter
(80: Recommended) Spectrum Holobyte – Flight Sim £TBA
As that well known saying goes: "If you like Falcon 3, you'll just love Hornet".

Myst
(67) Electronic Arts – Adventure £44.99
Surreal and atmospheric, if not realistic.

Pacific Strike
(80: Recommended) Electronic Arts – Flight Sim £49.99
Miles better than Strike Commander but requires a state-of-the-art, ninja PC.

Pagan: Ultima VII
(78) Electronic Arts – Role-Playing Game £44.99
Without doubt a love/hate relationship for Ultima purists.

Ravenloft
(78) US Gold – Role-Playing Game £45.99
SSI has finally got "real" and produced a playable and accessible RPG.

Red Heli
(60) Cyberdreams – Adventure £39.99
The graphics are poor and the control system is dire. Avoid it.

RedShift
(95: Classic) Maris Multimedia Ltd – General Interest £89.00
A stunning program which will be hard to beat.

Sabre Team
(60) Krisalis – Strategy £29.99
This has all been done before, and done much better as well.

Shadowcaster
(70) Electronic Arts – Role-Playing Game £39.99
Considerable enhancements for CD but the gameplay remains the same.

Spaceship Warlock
(70) Reactor/Ubisoft – Adventure £44.99
Very slick, very polished. The gameplay's a bit limited but it's fun all the same.

TFX
(80: Recommended) Ocean – Simulation £44.99
Great game with totally superfluous bells and whistles.

UFO Enemy Unknown
(93: Classic) MicroProse – Strategy £44.99
Brilliantly designed, perfectly implemented and totally absorbing.

Washington DC Scenery
(85: Recommended) Supervision – Flight Sim Add-On £39.99
One of the best flight sim add-ons to date.

Issue 16 – July 1994

Castles II
(65) Interplay – Strategy £49.95
Interplay usually releases excellent games – this isn't one of them.

Comanche (CD)
(90: Classic) Optima – Flight Sim £49.99
Brilliant action-packed helicopter simulation at a great price on CD.

Companions Of Xanth (CD)
(84: Recommended) Accolade – Role-Playing Game £39.99
Great game on disk. Even better on CD.

Corridor 7
(55) Gametek – Arcade £19.99
Nothing new or exciting.

Detroit
(85: Recommended) Impressions – Strategy £39.99
An intriguing strategy/sim which boasts both originality and playability.

Dragon's Lair
(67) Elite Systems – Adventure £39.99
An interactive cartoon that's more "cartoon" than "interactive".

Eye Of The storm
(40) Rebellion – Space/Strategy £39.99

Myst: "great graphics, what gameplay?" disease claims another hapless victim.

Sam & Max: The clue's inside the cat. Rip it's head off! (Sick, or what?)



BUYERS' GUIDE

Very futuristic, very *Elite* and very, very crap.

Great Naval Battles 2

(86: Recommended) US Gold – Simulation £45.99
SSI cruises easily to the head of the fleet with this simply stunning sim.

Hand Of Fate (CD)

(78) Virgin Interactive Entertainment – Adventure £49.99
Good game, shame about the conversion. In this case, more equals less.

Jack Nicklaus Signature Edition

(85: Recommended) Accolade – Sport £19.99
A good golf game at an amazing price.

Jimmy White's Whirlwind Snooker

(80: Recommended) Hit Squad – Sport £14.99
Dangerously addictive snooker sim.

Lucky's Casino Adventure

(60) Mirage – Card Game £44.99
Challenging, fun, totally addictive but a bit pricey.

Lure Of The Temptress

(55) Hit Squad – Adventure £14.99
Old and fading.

Power Game 2 (CD)

(70) Activision – Simulation £29.99
Worth looking at if you don't have the hardware to run the latest sim.

Robinson's Requiem

(85: Recommended) Daze Marketing – Role-Playing Game £39.99

This is a highly original and addictive "survival sim", which, unfortunately, has some annoying bits.

Sam And Max Hit The Road

(93: Classic) US Gold – Adventure £45.99
Brilliantly original and a highly humorous jaunt.

Sim City Classic

(70) Hit Squad – Strategy £16.99
Still a great game but check out *Sim City 2000* first.

Sim City Enhanced

(82: Recommended) Interplay – Strategy £49.99
Sim City's an excellent game but 50 quid is a bit steep for a few enhancements.

Sleepwalker

(45) Hit Squad – Platform Game £9.99
Third-rate platformer. Stay well away from it.

Space Hulk

(87: Recommended) Electronic Arts – Strategy £39.99
Still a tremendous game, but not as good as the disk-based version.

Summer Challenge & Winter Challenge

(80: Recommended) Accolade – Sport £19.99
Good compilation, great value.

The Horde

(87: Recommended) US Gold – Strategy/Arcade £44.99
Not an original concept but extremely well implemented.

The Rock 'N' Roll Years – The '50s

(70) Supervision – General Interest £24.99
Handy for '50s music lovers or as a reference – but we doubt if it'll get you rockin' round the clock.

The Settlers

(89: Recommended) Blue Byte – Strategy £39.99
A damn fine, engrossing game.

Theatre Of War

(70) Hit Squad – Strategy £12.99
Excellent strategy game and it looks cool too.

UFO

(93: Classic) MicroProse – Strategy £44.99
Incredibly addictive strategy game.

Wembley Rugby League

(66) Audiogenic – Sport £29.99
This manages to be quite an improvement on previous rugby games.

Wolfpack

(60) Optima – Strategy £29.99
Disappointingly average.

World Cup Challenge

(48) Winsport – Sport £29.95
Disappointing, absurdly RAM-hungry and limited

in its playing life.

Issue 17 – August 1994

1942: Pacific Air War

(89: Recommended) MicroProse – Flight Sim £44.99
Two great games – *Carrier Battles* and *Task Force 1942* – in one package. It's a winner!

AI Quadim: The Gentle's Curse

(40) US Gold/SSI – Role-Playing Game £35.99
The thinking amoeba's beat 'em up.

Burntime

(43) Max Design – Strategy £39.99
Hey, it's just like being there.

Cool Spot

(80: Recommended) Virgin Interactive Entertainment – Platform Game £29.99

Charm and accessibility save it from being strictly seventies-up!

Delta V

(64) Bethesda Softworks – Shoot 'Em Up £45.99
Very fast and pretty stunning to look at, but it won't keep you up into the night.

Dinosaur Detective Agency

(42) Alternative Software – Platform Game £16.99
Cheap – but that's no reason to be cheerful.

Empire Soccer

(57) Empire – Sport £29.99
Let down by the small viewing area, unintelligent player reactions and poor scrolling.

Good To Firm

(50) New Era Software – Sport £29.99
Horse-racing fanatics might get something out of it, but the experience will pall.

International Tennis Open

(88: Recommended) Philips Interactive Media – Sport £44.99

Definitely the new number one seed in the field of pc tennis simulations.

Jack Nicklaus (CD)

(78) Accolade – Sport £16.99
A perfectly serviceable golf game with a good course editor tacked on.

Newsweek 3 Globocorp (CD)

(0) Mindscape – General Interest £39.99
The most expensive beer mat in the world.

Overlord

(85: Recommended) Virgin Interactive Entertainment – Simulation £39.99

An old idea made new with some interesting tweaks.

Pinball Dreams 2

(70) 21st Century Entertainment – Pinball Game £19.99
Not bad at all. There's plenty for pinball wizards to get their flippers into.

Shanghai II: Dragon's Eye

(88: Recommended) Activision – Puzzle Game £29.99
Puzzles galore in this excellent addition to the rather mediocre range of games currently available for Windows.

Sherlock Holmes – The Case Of The Serrated Scalpel
(48) Electronic Arts – Adventure £49.99
Elementary, my dear Watson... and that's the problem.

Simon The Sorcerer (CD)

(89: Recommended) Adventuresoft UK Ltd – Adventure £44.99

A tricky adventure jaunt boosted by excellent talkie bits.

Syndicate (CD)

(92: Classic) Electronic Arts – Strategy £39.99
What a game. What a bargain.

Tactical Manager

(75) Black Legend – Sport £34.99
An interesting little number with the odd weakness, but several nice ideas.

Theme Park

(93: Classic) Electronic Arts – Strategy £44.99
A highly inventive "business" sim that's fun, fun, fun all the way. Hip hip hoorah for Bullfrog.

Walls Of Rome

(74) Digital Integration – Strategy £16.99
Good, if thin, fun.

World Cup USA '94

(78) US Gold – Sport £32.99
Good features; difference of opinion over the gameplay.

Zool 2

(82: Recommended) Millennium – Platform £34.99
As they say, if you liked Zool, you'll love this.

Issue 18 – September 1994

Beneath A Steel Sky (CD)

(72) Virgin Interactive Entertainment – Adventure £39.99
Comic book-style adventure with an excellently funny dialogue but lacking any real depth.

D-Day

(40) Impressions – War Game £39.99
A sluggish, unrealistic and bug-ridden attempt at a war game without many redeeming features.

FIFA International Soccer

(70) Electronic Arts – Sport £39.99
Looks and sounds great, but lacks gameplay.

Harpoon II

(70) Electronic Arts – Simulation £44.99
Massive, embarrassingly serious sim. Superb detail, occasionally nail-biting, always sloooooow.

Inherit The Earth – Quest For The Orb

(72) US Gold – Adventure £39.99
A well-thought out gentle little brainteaser for those who fancy a "sensible" game.

International Sensible Soccer

(78) Renegade – Sport £19.99
One of the best on the pc, but still not up to the Amiga version.

Lili Divil (CD)

(88: Recommended) Gremlin Graphics – Adventure £34.99

Excellent, original and addictive.

Metal And Lace: The Battle Of The Robo Babes

(35) Megatech – Beat 'Em Up £39.99
Totally devoid of any entertainment value whatsoever.

On The Ball

(68) Ascon – Sport £34.99
Too many frills, not enough body.

Outpost

(84: Recommended) Sierra On-Line – Strategy £49.99
A superb game. Addictive if you've got the hardware, hell if you haven't.

Shadow Of The Comet (CD)

(88: Recommended) Infogrames – Adventure £39.99
A worthwhile reworking of a great game, but still very idiosyncratic.

Soccer Kid

(30) Krisalis – Platform Game £29.99
If you want happening platform action, then buy something else.

Theatre Of Death

(35) Psygnosis – Arcade/Strategy £34.99
Below average imitation of an above-average game.

Tie Fighter

(94: Classic) Virgin Interactive Entertainment – Space Sim £49.99

Sheer, undiluted quality. Treat yourself to a copy.

Issue 19 – October 1994

74 Wargame Construction Set 2: Tanks!

(90: Classic) SSI – Wargame £39.99
Never mind the 50-ton tanks – this is 50-tons of solid, fire-belching wargame. Absolutely brilliant.

Battle Bugs

(65) Dynamix – Strategy £16.99
A battle game with bugs in it (as opposed to a bugged battle game).

Dark Legions

(85: Recommended) SSI – Strategy £35.99
Wonderfully entertaining animations and game screens with hidden strategic depths.

Heimdall 2

(45) Core – Adventure £39.99
Great game, shame you can't play it.

Hell Cab

(50) Time Warner – Adventure £49.99
It's the same old story. Great graphics, but sadly lacking in gameplay.

IndyCar Racing Expansion Pack

(94: Recommended) Virgin Interactive Entertainment – Driving £17.99

These tracks are better than the original tracks (if you pretend Phoenix doesn't exist).

Ishar III: The Seven Gates Of Infinity

(50) Simarils – Strategy £39.99
Sum up *Ishar III* in one word? Avoid. Simple as that. The worst of a bunch.

KGB

(65) Hit Squad – Adventure £14.99
Bargain? Maybe. Boring? Definitely.

Kick Off 3

(55) Anco – Sport £29.99
Nice features, but gameplay not up to much.

Manchester United Premier League Champions

(60) Krisalis – Sport £29.99
Sensi revisited (although not as good) with a lot of features thrown in.

Planet Football

(68) Infogrames – Sport £39.99
The World Cup produced a rash of rush releases. This is not one of the best.

Police Quest IV – Open Season

(80: Recommended) Sierra On-Line – Adventure £44.99
Atmospheric and very entertaining. A bit of a let down at the end, though.

Summer Challenge

(73) Hit Squad – Sport £12.99
Not a bad game by sports sim standards and easy to cheat at, but do you really want another sport sim?

Under A Killing Moon

US Gold – Adventure £59.99
Pigs can fly. Interactive movies do exist. Sort of.

Wing Commander: Armada

(76) Electronic Arts – Flight Sim £44.99
Lots of good ideas stuck together but it doesn't hang quite right.

Issue 20 – November 1994

Alien Legacy

(80: Recommended) Sierra – Strategy £39.99
Space strategy thing which is a bit like *Outpost* without the pretty bits. Daunting at first, but ultimately very rewarding.

Chaos Engine

(80: Recommended) Renegade – Arcade £32.99
A damned good, multi-direction scrolling, shooty thing with lots of big guns and silly characters.

Colonization

(90: Classic) MicroProse – Strategy £44.99
Try to imagine *Civilization* with more depth and better graphics. Well done... you've just imagined *Colonization*.

Cyclemania (CD)

(83: Recommended) Accolade – Arcade £39.99
Extremely competent *Road Rash* 3DO rip-off with lovely digitised backdrops and big motorbikes.

Desert Strike

(78) Gremlin – Arcade £34.99
Conversion of the Mega Drive classic, isometric helicopter, blast 'em up game. The graphics are a bit crap but it's immensely playable.

Doom II

(90: Classic) Virgin Interactive – Arcade £49.99
The sequel to one of the best games ever. New graphics, a new gun and new monstrosities.

Inferno (CD)

(88: Recommended) Ocean – Space/Sim £44.99
Eagerly awaited game from DID. Lots of big space ships and silly looking aliens. One of the better space combat games.

KA-50 Hokum

(85: Recommended) Virgin – Simulation £39.99
Without a doubt the very best helicopter simulator money can buy. Something for the propeller heads out there.

NHL Hockey 95 (CD)

(91: Classic) EA – Sports/Arcade £34.99
A new version of the top-down scrolly, ice hockey game from EA. Basically the same as the original (reviewed issue seven) but with new stats.

PGA 486 (CD)

(91: Classic) Electronic Arts – Sports £44.99
Gorgeous looking, solid playing, tasty little golf game. One of the best on the PC so far.

Pinball Dreams CD

(70) 21st Century – Arcade £39.99
Eight wonderfully designed, smoothly scrolling pinball tables. Why is it on CD? 'Cause there are lots of pointless rendered bits, that's why.

System Shock

(95: Classic) EA/Origin – RPG £44.99
Pant-wettingly fantastic, cyberpunk, RPG thing. All hail *System Shock*, that shall be king hereafter (until *System Shock II* comes out, that is).

Issue 21 – December 1994

Alone In The Dark II CD

(93: Classic) Infogrames – Adventure £44.99
A sequel that is noticeably better than the original and with some serious cd enhancements. What a refreshing change.

Dawn Patrol

(80: Recommended) Empire – Flight simulation £44.99
A gorgeous looking svga ww1 flight sim with a bit of a different idea behind it... it's an interactive book apparently.

Dreamweb

(74) Empire – RPG £44.99
Cyberpunk RPG with lots of violence and a shaggy scene that has now become infamous.



Ecstatica

(93: Classic) Psygnosis – Adventure £44.99
An utterly brilliant *Alone in the Dark*-like with ellipsoid-generated characters and lots of pert buttocks.

FIFA CD

(76) Electronic Arts – Sports £39.99
A smart-looking footy game that just falls short of being an absolute belter.

Little Big Adventure

(93: Classic) Electronic Arts – Adventure £44.99
A truly amazing adventure with pretty graphics and weird French gameplay. Gobsmaacking.

Magic Carpet

(96: Classic) Electronic Arts – Shoot 'em up £44.99
The sequel to one of the best games ever. New graphics, a new gun and new monst-y-wonsties. Miss it at your peril.

Project X

(76) Team 17 – Shoot 'em up £19.99
A very competent and nicely low-priced little shoot 'em up.

Rise of the Robots

(88: Recommended) Mirage – Beat 'em up £44.99
Possibly the best beat 'em up on the PC so far with some excellent rendered sprites.

Space Simulator

(75) Microsoft – Simulator £39.99
A huge simulation of man's quest for space that is a little too ambitious for its own good.

Star Crusader

(60) Gametech – Shoot 'em up £39.99
Basically this is a poor man's *Wing Commander* with some nice CD bits.

Transport Tycoon

(94: Classic) MicroProse – Strategy £44.99
One of the best strategy games around and a more than worthy sequel to *Railroad Tycoon*.

Total Carnage

(74) ICE – Shoot 'em up £27.99
Good challenging fun and a more than competent conversion of the original arcade machine.

Issue 22 – January 1995

Aces of the Deep

(90: Classic) Dynamix/Sierra – £39.99
The graphics, gameplay, sound and atmo combine to make this the best sub game available.

All New World of Lemmings

(78) Digital Integration – £39.99
If you like all the other *Lemmings* games, you'll like this one too.

Armored Fist

(86: Recommended) US Gold/Novologic £44.99
Comanche on wheels. Er, tracks. You know what I mean.

Creature Shock

(78) Virgin – £49.99
An engrossing, atmospheric 3D adventure game. Great graphics, absorbing levels, but lousy soundtrack.

CyberWar

(55) SCI – £49.99
It looks amazing. The gameplay isn't.

Dark Sun II

(80: Recommended) Mindscape – £44.99
Love it for its brains not for its looks.

Discworld

(96: Classic) Psygnosis – £49.99
Discworld is possibly the best point-and-click adventure game ever made.

Front Page Sports Baseball

(85: Recommended) Sierra – £44.99
It takes all the best bits from all the best games and ends up being the best.

Klik 'n' Play

(88: Recommended) Europress – £39.99
Neat intuitive, and loads of fun.

Novastorm

(40) Psygnosis – £44.99
Repeat ad nauseam: "Pretty graphics doth not a game make."

Power Drive

(50) US Gold – £39.99
30 whole points off for no two-player mode. Sod off Power Drive.

Quarantine

(80: Recommended) Gametech – £39.99
An excellent blast and it looks good too.

Bioforge: Deja vu or is it just another Alone in the Dark clone?



Retribution

(45) Gremlin Interactive – £39.99
Not only is it a below average shoot 'em up, it has pretensions too.

US Navy Fighters

(90: Classic) Electronic Arts – £44.99
If it had a multi-player facility, I'd give it 100. But it hasn't, so I won't.

Warcraft

(75) Interplay – £39.99
Good, simple, addictive strategy game.

Issue 23 – February 1995

Alone in the Dark 3

(95 – Classic) Infogrames – Adventure £44.99
The mega-stonkingly weird and wonderful final chapter in the *Alone in the Dark* trilogy.

Cannon Fodder 2

(74) Virgin Interactive – Arcade/Strategy £34.99
Just more of the same or is *Cannon Fodder 2* a significant improvement? Sensible returns with more "fun with a gun".

Commander Blood

(81 – Recommended) Mindscape – Adventure £44.99
It's French, and guess what? It's weird. Very weird. We try not to get at them for it... but this is just plain mad.

Cyberia

(80 – Recommended) Interplay – Adventure/Shoot 'em up £49.99

A contender for the "Best-looking game of 1994" award. Tastier than treacle pudding with lashings of thick custard, and almost certainly better than *Rebel Assault*.

Dragon Lore

(81 – Mindscape) Interplay – Adventure £44.99
Cryo's epic multi-CD graphic adventure finally arrives. Is it just more French weirdness or is it actually a decent game?

Hammer of the Gods

(77) US Gold – Strategy £TBA
Nordic domination and general Euro-bashing in this simple but addictive strategy war sim from New World Computing.

Kyrandia 3

(87 – Recommended) Virgin – Adventure £44.99
Westwood's *Fables and Fiends* series makes it to number three, and this time you get to play the bad guy!

Lion King

(71) Virgin – Platform game £29.99
The smash-hit movie turns into a reasonable-ish platform game. Pretend your PC is a Mega Drive.

NASCAR Racing

(84 – Recommended) Virgin – Racing Sim £44.99
Payrus follows up *IndyCar* with the popular American sport of driving round and round in circles.

Noctropolis

(79) Electronic Arts – Adventure £44.99
Electronic Arts goes all weird, gothic and horrific in this unusual super-hero adventure.

Ultimate Body Blows

(78) Team 17 – Beat 'em up £29.99
An Amiga conversion from Team 17. Don't be put off by that, though – it's actually quite good.

Voyeur

(40) Interplay – Adventure £39.99
Not as perry as people think. Yes, there are suspenders and braziers in it... but no nudity and no naughtiness (well, not much).

Wing Commander 3

(62) Electronic Arts – Flight Sim £59.99
Four million dollars, Luke Skywalker and a well-known porn actress... a potentially interesting situation if ever there was one.

Issue 25 – March 1995

Aladdin

(70) Virgin – Arcade £29.99
He Leaps tall buildings, cuts through baddies with his scimitar and wears pointy slippers. He's Aladdin – who else.

Dark Forces

(95 – Classic) LucasArts/Virgin – Action adventure £54.99
The empire is finally Doom-ed, but is it better than the real thing? We bring you the first review of the game everyone's itching to get their hands on, in a special world exclusive, courtesy of LucasArts and Virgin.

Doom Clones: Head to Head

(55) Merit – Action adventure £39.99
We put Merit's *Dr. Radiaki* up against *Virtuoso* from Elite and run for cover (well, *Doom*, actually).

Hell: A Cyberpunk Thriller

(25) Gametech – Adventure £39.99
It is: it isn't. If it's really this bad then start praying for forgiveness immediately.

Kick Off 3: European Challenge

(70) Anco – Sport £29.99
The last *Kick Off* was an absolute nightmare. Have Anco finally got it together in Europe?



Alone in the Dark 3: More Carnby, cobwebbs, murder, mystery and mayhem.

King's Quest VII

(93 – Classic) Sierra – Adventure £44.99
The latest point and click extravaganza from the Roberta Williams' school of mush-wushy, cutesy-wutesyness.

Knights of Xentar

(10) Megatech – Adventure £49.99
A plentiful lack of Beat 'em up action strides onto the PC, courtesy of Megatech. Ouch!

Menzoberranzan

(68) Mindscape – RPG £TBA
Not a tasty lozenge that promises to clear your stuffy nose and soothe your sore throat, but a rather ordinary RPG from SSI.

Metaltech: Earthsiege

(87 – Recommended) Sierra – Simulation £39.99
Go stomping mad in this spectacular HERC-fest from Sierra. Joust on thing though, why have extravagant HERCs that walk when the terrain is perfectly flat?

Realms of Arkania: Star Trail

(85 – Recommended) US Gold – RPG £44.99
The sequel to the keenly received *Blade of Destiny* finally makes it onto CD-ROM. Hip, hip...

SuperKarts

(82 – Recommended) Virgin – Action £TBA
The most fun you can have with your bum only an inch off the ground, when wearing a crash helmet and clad in brightly-coloured leather.

TIE Fighter: Defender of the Empire

(73) LucasArts – Space/Action £19.99
Two new missions and a new ship. What will they think of next?

Wings of Glory

(78) Electronic Arts – Flight Sim £TBA
Chocks away as Origin reach for the skies to do battle with the Hun, dastardly chaps with 'taches and every other WWI flight sim ever created.

Issue 26 – April 1995

BC Racers

(62) Core Design – Racing sim £34.99
Chuck Rock meets Super Mario Kart. Unfortunately, the clash of these two mega-games hasn't proven to be that good. Oops.

Big Red Adventure

(70) Core Design – Adventure £39.99
The follow up to *Nippon Safes*... arrgh, keep it away! Hang on a minute, though, this looks like it could actually be quite good.

Bioforge

(95 Classic) Electronic Arts – Action adventure £44.99
The first "real" interactive movie? Or is it just another game that looks like *Alone in the Dark*?

Descent

(94 Classic) Interplay – 3D shoot 'em up £44.99
Could this be the game to finally knock *Doom* off the top spot? The fabulous 3D game from Interplay arrives at last.

Heretic

(78) id/Raven – 3D shoot 'em up £39.99
"Doom in tights". Can a fighting fantasy version of the greatest game of all time, ever, ever, really be better? Er, no.

Iron Assault

(57) Virgin – 3D shoot 'em up £34.99
A distinctly average "big robot" game joins the ranks of other distinctly average "big robot"

games on the PC.

Legions

(65) Mindscape – Strategy war game £34.99
This is definitely one for the Hex-heads, this is. It's intense, ludicrously strategic and it runs under Windows. Eek!

Lost Eden

(76) Virgin – Adventure £34.99
Cryo's dinosaur game finally arrives a year after it was unveiled. *Jurassic Park* meets *Dragon Lore*.

Issue 27 – June 1995

Atari Action Pack

(50) Activision – VCS Atari Compilation £24.99
This compilation includes lots of really ancient Activision Atari VCS games, all for Windows and all on one CD. It's like a time machine that takes you somewhere a bit crap!

Cyclones

(78) Mindscape – Adventure £44.99
Yet another *Doom* clone – but not a bad one by any means – from the team that brought us both *Heretic* and *Shadowcaster*.

Football Glory

(60) Kompart – Sports £TBA
Q: When is *Sensible Soccer* not really *Sensible Soccer*? A: When it's a not-quite-so-good copy called *Football Glory*.

Guilty

(58) Psygnosis – Adventure £39.99
Sequel-ola. *Guilty* is the follow up to the awful *Innocent Until Caught*, and it's significantly better, but still not brilliant.

Jungle Strike

(79) Gremlin – Shoot 'em up £39.99
Another sequel... this time, the sequel to *Desert Strike*. But this shoot 'em up is bigger, more varied and harder than the original.

NBA Live

(90 Classic) Electronic Arts – Sport £44.99
EA Sports awakens from a period of dormancy with this absolutely corking basketball arcade game – the best of its type around.

Renegade

(75) SSI – Space Sim £44.99
SSI's *Tie Fighter/Wing Commander* wannabe in glorious SVGA. A surprisingly playable space warfare game.

Rise of the Triad

(82 Classic) US Gold and PD Selections – Adventure £39.95
Some love it and some hate it... but of the *Doom*-alikes, this is one of the best.

Super Frog

(40) Team 17 – Platform £19.99
A platform game with a frog in it... Uh-huh. Okay. Say no more.

Tank Commander

(60) Domark – Simulation £39.99
A budget-style tank game at full price. If you've got more money than sense, you'll really love it! *Woodruff and the Schnibble of Azimuth*

X-COM

(94 Classic) MicroProse – Strategy £44.99
The first *X-COM* was absolutely brilliant. This sequel is... even better still.

20 GOOD REASONS TO SUBSCRIBE TO PC ZONE

THE PC ZONE CHART

TOP 10 HD GAMES

Game	RRP	Comment
1. Discworld	£44.99	One of the best point-and-click adventures around
2. Super Streetfighter 2 Turbo	£39.99	Without a doubt the best beat'em-up on the PC so far
3. Rise of the Triad	£29.99	The latest and greatest <i>Doom</i> -clone
4. SuperKarts	£39.99	3D go-kart racing from Virgin
5. Award Winners Platinum	£34.99	<i>Frontier</i> , <i>Civilization</i> and <i>Lemmings</i> for the price of one
6. Descent	£39.99	The game that might just knock <i>Doom</i> off the top spot
7. Virtual Pool	£44.99	Without a doubt, the most incredible pool game ever
8. Premier Manager 3	£39.99	Gremlin's latest football management epic
9. Hokum KA-50	£34.99	The best helicopter combat game EVER
10. SimCity 2000	£39.99	If you like your games a bit more serious, then this is it

TOP 10 CD GAMES

Game	RRP	Comment
1. Alone in the Dark 3	£49.99	The third, final and best game in the adventure series
2. SimCity 2000	£49.99	One of the best resource management games with extras
3. Frontier 1st Encounters	£49.99	<i>Elite</i> reaches its third installment
4. NASCAR Racing	£39.99	The follow-up to <i>IndyCar</i> , and just as good
5. King Quest VII	£44.99	The Sierra saga continues... in SVGA
6. Super Karts	£49.99	Go-karting action with a rave soundtrack
7. Descent	£39.99	The best 3D combat game released so far this year
8. Links 386 Pro	£34.99	The greatest golf game ever produced, now on CD-ROM
9. The Lost Eden	£34.99	Dinosaurs and French weirdness together in an adventure
10. Award Winners Platinum	£34.99	<i>Frontier</i> , <i>Civilization</i> and <i>Lemmings</i> for the price of one



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Memory problems, monitor problems and money problems. PC Zone readers suffer for their computers.

Mark Burgess

is the man to take them to one side and say "take it easy bud, no PC is worth it". Plus a look at CD-ROMs. Giant con or what?

Zenith or Nadir?

ALL THE BAD THINGS always happen to me. Everyone else who owns a PC has no problem with their machine, none at all. I got my PC about the same time as one of my friends got his. We both got 286s because we simply could not afford anything more powerful. I was lucky. For the same price I bought a different make with a bigger hard disk, twice as big, in fact. Lucky? I think not. My friend got a normal PC. The commoner garden "look at me, I work"-type of PC. Me? I got lumbered with a Zenith Data systems PC, which could not, and still does not, load DOS into high memory.

I have tried everything. Usually people say that they have tried everything as an expression to show their frustration. I truly have tried everything (everything I could think of myself, that is). At first I added the command:

```
DEVICE=C:\DOS\HIMEM.SYS
DOS=HIGH
```

This was the first line in my CONFIG.SYS. It did not work at all. I did not even get an error message - my computer simply froze up and I had to do a cold boot to get my computer operational again, while using a system disk to delete the lines. I also had problems loading HIMEM.SYS up. It kept giving me a "NO HMA FOUND" error message, and so I had to add 512K of XMS to appease it. I doubt the XMS works. I think that HIMEM is just being fooled into thinking that there is XMS by my BIOS, which I altered accordingly.

I then changed my DOS version to MS-DOS 6 in the hope that my previous DOS was bugged or just didn't like me. Nada, zilch, zip, tipota, rien. I do believe that after I talked to my PC for a few minutes, even offering it wine and women in the fruitless attempt to ram (ho, ho) DOS into High Memory so that I could regain 40K, maybe 50K, of conventional memory. Would you believe that I am running everything under the IBM and 100 per cent Compatible sticker with less than 570K of Conventional Memory?

Next I bought some 256K SIMMS from school in the hope that my current memory was bugged or just non-standard. No joy there. The exact same thing happened. By then I was wishing that I had bought a MegaDrive instead. (No not really. Bet you got scared.)

I tried to see if it was my BIOS that was causing all the trouble. It wasn't. Ironic, isn't it? I am a computer services engineer at my school (posh title for "Techie fixer-upper") and I have to seek help from a magazine. Not that I'm not grateful for the service you offer.

I have included my CONFIG.SYS and AUTOEXEC.BAT for you geniuses to ponder over.

My system, as you may already have gathered, is a Zenith Data systems PC made for British Telecom for Zenith. It has 1MB as well as that extra, most probably not working, 512K. Also Windows 3.0 won't run in Standard mode, it will only run in Real mode, which is a real pain in the arse. I have a feeling that it is because of the aforementioned problem. Why not? I also think it is because of all the communism in the world, not to mention Paul Merton's wit. Oh well. That's life.

Please don't tell me to buy more RAM as I cannot afford it. I beg you to help me. I am now considering threatening the bloody machine with a knife, and the last thing I need is silicon on my hands. Please help me (sob).

ps I am considering buying a Gravis GamePad for my PC so that I can play a few games that require hardware abuse. Will a GamePad work with any game that can be played with a joystick or only with games specifying it, like Wolfenstein 3D?

ps2 (geddit?) Sorry about the long letter but I have been bursting to say all of this since 1992.

Andrew "C++" Charalambous

The good news is that I won't say you have to buy more RAM. The bad news is that I won't because it won't do you any good anyway. The problem is with the processor. The 80286 chip cannot use the Extended Memory Specification. To use XMS (and therefore HIMEM.SYS) you need a 80386, 80486 or above. No wonder your machine hangs and reports "NO HMA FOUND". It's telling the sober truth. You have no upper memory area.

The same limitation lies behind your trouble with Windows. The 80286 runs in Real and Protected mode, but Windows needs virtual 86 mode for true multitasking, and that mode is found in 80386s and above.

I can cheer you up about the GamePad, though. You should be able to configure it as a joystick with most games. MB

Just a poor boy...

I AM A 16-YEAR-OLD college boy with no money and a low-paid part-time job, I have a dream to own a Pentium with 8MB RAM, triple-speed CD-ROM Drive, modem - the works. But all that is a long way off. All I want to know is, what is the best way to upgrade to at least a 486DX2 from a bog-standard

386SX40 WITH 4MB RAM?

I am in a dilemma, I do not know whether to spend my hard-earned cash on a Multimedia kit (and which one, for that matter) or a separate sound card and CD-ROM Drive, so please could you help me?

Also, as I am thinking of upgrading to a 486, how would I go about it? Do I have to buy another motherboard or can I just upgrade my current motherboard?

I am so confused that if you saw me you would think "he's confused about how to upgrade his bog-standard 386."

So I will hopefully see my letter in your wonderful magazine, which I read every month.

David Turner, Ashton under Lyne

There are two ways in which you can upgrade your machine. The simplest is to get a chip from Cyrix - the Cx486DRX2, for instance - which will just sit on top of your present processor and make it run like a 486. The best solution is to get a new motherboard. This is more expensive, but it is more flexible because the socket on the board should be a ZIF socket, which is able to take other, faster processors as they come out and your wages go up.

Buying a Multimedia kit used to be a cheap way of getting in at the lowest level - like MMPC1. It was also a good way to ensure that the components all worked with each other. These days the prices of sound cards and CD-ROM drives have just gone through the floor. Reliability is vastly improved.

Look at the element of a multimedia kit you fancy and see if you can't get the bits cheaper somewhere else.

Remember that the upgrade that is most likely to speed up your computer is some extra RAM. MB

Jagged edges

I am writing to see if you can advise me on a problem I am having with my PC.

It's a Reeves (now gone bust and left me in it) 386DX-40, bought about two years ago, with an AOS monitor. Since I got Reeves to "fix" it, I started having further trouble. Windows crashed, as did many games, erratically. The computer was apt to freeze or crash out with no warning. After much anger and debate, I decided that it must be the graphics card playing up, as when the people at Reeves "fixed" my motherboard (put a new one in), they swapped my 1MB Trident card for an unknown 500KB one, with a note saying "this is a 1MB card". However, various programs claimed it was 500KB, and looking at it seemed to confirm this. I believe that MSD thought it was 250KB!

I bought a new Trident card from Simply Computers, and now the only problem left is the monitor. When I turn the computer on "cold", the screen doesn't work properly, the graphics being "torn" across the screen horizontally. This straightens itself after a few minutes, or if you switch the monitor on and off repeatedly. Windows is the same, but worse. It takes about ten minutes for the

What is it with... CD-ROM drives?

Just a couple of years ago, computer magazines used to put disks on the cover. They were usually pretty much rubbish (except in the case of *PC Zone*, of course), but at least you could always use them again and record something useful on them.

Now computer magazines put CD-ROMs on the cover. They are usually pretty much rubbish (except in the case of *PC Zone*), and all you can use them for is a beermat, a killer Frisbee or a jemmy for the old type of Yale lock.

What is it with CD-ROMs? Why should we be so excited at watching 12-frames-per-second movies on a screen area the half the size of a bar of chocolate?

"Storage", people will tell you. That CD contains the same amount of data as thousands of floppy disks. Actually, a CD-ROM can hold about 650 megabytes of data (the equivalent of about 500 floppy discs and the same amount as a good hard drive). The bonus is that a CD-ROM is a lot more portable, cheaper and more robust than a hard drive. It's unaffected by magnetic fields and you can drop them out of windows (if you like).

The problems with CD-ROMs stem from the fact that they were originally designed to carry music, not computer data. For a start, they are slow – they work at about the tenth the speed of hard disks. You can get round this problem by using a cache, or a faster CD-ROM drive. A caching program just dumps a great bit of data from the CD to your hard disk. It works because the computer can read from the hard disk a lot faster than from the CD. Some programs, when you install them, copy huge chunks of themselves to the hard disk. Something to bear in mind when people drivel on about the storage capacity of CD-ROMs. I mean, if they have to copy 55Mb of stuff to the hard disk just to get the program to run, what are you saving?

Of course, there are always faster CD-ROM drives – such as quad-speed drives, which transfer data at about 600 kilobytes per second and cost about £150. There is now a 6x drive available, which is about the same speed as a hard disk, however, there are inherent problems with the medium.

When you listen to a music CD, you are accessing the data sequentially and at a very regular speed. A second's delay in "seek time" (skipping to another track) is acceptable. The amount of digital data that a CD can hold is the result of some Japanese chap deciding that as Beethoven's Ninth was a popular piece of music, then a CD should be able to contain the whole work.

Music is recorded at the same linear density near the outer edge of the disc as it is near the centre. This means that the amount of information per track increases as you get towards the centre. However, you'll still need a constant stream of data, so as the linear velocity of the disc moving under the head remains constant, the angular velocity of the disc changes as the head moves from the edge towards the centre.

The need to accelerate and decelerate the disc is the biggest obstacle to making it faster. Floppy and hard disks spin at a constant angular velocity, so the data density increases towards the centre of the disk, but seek time is faster.

Another limitation on speed is the weight of the reading head. This is greater than that of a magnetic head, so they have more inertia and take longer to settle onto a new track.

There is no point complaining, of course. CD-ROMs are here and here to stay. Software houses love them because they can cram masses of data on them and they are cheap to make. It costs about the same to press a CD as it does to duplicate a floppy. So the CD versions of games that come on 15 floppies should be a tenth of the price of the floppy disk version. As you may have noticed, this isn't true. Why? Greed, pure and simple.

But at least they'll last for ever, right? I mean, that's why all these museums are storing all their treasures on them? Again, no. If the CD is not sealed at the edges properly, then oxygen will get at the aluminium coating of the disk and it will last a very short time indeed. This is rare these days, but no one really knows how "safe" CD-ROMs are – they haven't been around long enough. Incidentally, you know that if you buy a CD abroad, you should always carry it in your hand luggage? The plastic coating isn't designed to withstand the low pressure and temperature of an aircraft's hold and so you might find the surface ruined by millions of tiny bubbles.

Anyway, I'll buy a CD-ROM drive and so will you. We have to. Too much software is coming out on CD only. When it comes to computers, there's little free will. You go where the big boys want to go. MB

monitor to get warm enough to display Windows.

This gets very annoying, and, being currently unemployed, I cannot afford to splash out on a new monitor, but I am hesitant to send it off to an independent company to get it fixed as it may not be possible, or it might cost me just as much as a new monitor.

If you could print this letter with any advice you can think of, I would be most grateful.

PS Is this a common problem with this make of monitor?

Bill Slaymaker, Marston, Oxford

AOC monitors are okay – I've reviewed them. The screen "tearing" you complain about sounds like a refresh rate mismatch – but that wouldn't sort itself out, no matter how often you switched it on or off. If you run a monitor at a higher refresh rate than it can take, then you can damage the guns inside. Then the monitor is a write-off.

As it works, albeit occasionally, then the problem is more likely to be in the wiring or the power supply. One thing you must not do is open the monitor to have a look. Monitors retain high voltages for quite a while after they have been switched off, and they can kill you.

I agree that sending it in for repair is likely to cost as much as a new one. The only way out that I can see is if you get someone who knows a bit about TV repairs to have a quick look inside as a favour. TVs and monitors are built on much the same lines. Good luck. MB

Amstrad user

HELP! I am a moderate PC user. I am 14 years old and am stuck with a crappy three-year-old 286/16 MHz Amstrad with 1MB RAM (640K base and 384K extended).

1 Could you help me free up more conventional memory for games? I have enclosed a printout of my CONFIG.SYS and AUTOEXEC.BAT files.

I have 571K base memory free with my mouse driver installed, 581K without it. I know there aren't many games out that run on a 286 (serious understatement), but the few that do need quite a lot of memory to run.

2 I am seriously considering buying a modem and I am just wondering:

a) Is it worth getting one for a 286?

b) Can you recommend any cheap beginners' guide to modems (I am on a tight budget)?

c) What's the best DOS-based shareware comms and fax packages that will run on a 286?

3 I need info on upgrading my PC. Some ideas for cheap, fast motherboards and where I can get hold of them.

4 After reading my 286 incredibly sad sob story, how about a free 486DX2/66MHz with 16MB RAM, 2GB hard drive, and stocked up all the hefty multimedia equipment please?

Ta much,

Colin McShane, Port Glasgow

1 You're in trouble here. The normal thing to do is to free up more base memory by loading drivers in the Upper Memory Blocks or the Higher Memory Area. You can't do that because your processor won't let you. You can add some extra RAM – say a megabyte or a couple – which will help a bit.

2a) Yes, a modem doesn't make much of a demand on the processor. Your serial port might not be able to cope with top flight modems at their highest setting, but you shouldn't have any problems getting a modem to work with your machine.

b) All modems are cheap these days – you can expect to pick up one for about 30 quid. For a good guide, just leaf through the computer mags. Someone is doing a test on modems every month – or so it seems.

c) Odyssey is a powerful communications program which should have everything you need. I haven't used it for ages, but I think that it's the only sensible DOS package available.

I don't know of any shareware fax programs, although there must be some. You will find that a fax-capable modem will come with its own package.

Incidentally, check that the front end of your modem software doesn't require Windows.

3 Cheap, fast motherboards, eh? Well there are a number of places that will sell you a motherboard, and they are getting increasingly cheaper by the day. In a recent computer magazine (*PC Pro* Issue 7), there is an advertisement from Simply Computers, which has 486 motherboards, ranging from £110 for a 486SX/33 to £250 for a DX4/100. Pentium PCI motherboards range from £315 (60 MHz) to £677 for a 100 MHz.

I don't know about your model of Amstrad, but the old ones used to have non-standard internal layouts. If that's the case (ho! ho!) then a new case should only set you back about £35.

Simply Computers are on 0181 523 4020.

PS Before you ask, no, they don't pay me to write all this nice stuff – honest, they don't!

4 Your sad sob story may wash with some folk, but in my job you have to learn to be hard and heartless and not get emotionally involved. So, no, you can't have one! MB

WORD

processor

SEND YOUR POST TO: **WORDPROCESSOR, PC ZONE, 19 BOLSOVER ST. LONDON W1P 7HJ**



Problems with the CD, rude words and compliments aplenty. You all certainly seem to have more than enough to say for yourselves at the moment.

Wankers of the world unite

FELLOW HAIRY CHAP! I think that the irrational reaction to taboo words is a disease of a blinkered outlook. Why would anyone be offended by the term "wanker"? It has such a lovely ring to it, with its expressive vowels and crisp consonants. When striking your thumb with a claw hammer, a lusty cry of "wanker!" can really make you feel so much better. All in all it's just a great word. Is it the concept that the term signifies that causes the outrage? If so, then psychiatric help or a reappraisal of your religious beliefs would be a good starting point. Is it the collection of letters themselves that cause people to write and complain with such conviction? If so, they don't really expect people to just stop using expletives, surely?

Instead of ranting on tediously, I suggest they buy a good sociolinguistics book (e.g. *Trudgill*). They could perhaps spend their time more fruitfully, discovering why they have such a tight arse.

Bollocks, knob and fuck – let us salute these linguistic gemstones, sparkling brightly amongst the bullshit of misplaced conservatism.

T J McGuire, Bedford

Okay. That pretty much guarantees that the swearing thing carries on for at least another couple of months.

I won't comment on your views, seeing as I've already been thoroughly chastised for the past eight months for using the word "wanker" Any comments, people? Any enraged parents with impressionable ten-year-olds wishing to pass comment?

Ninja bastards

Having spotted the superb cover of April's issue of *PC Zone* and seeing *BioForge*, *Flight Unlimited* and *Descent*, I hurried home to get the low-down on these eagerly awaited games. Just as I thought, they all look superb and are "must-buys". Unfortunately, though...

...Argh! The system requirements! Last June I spent £2,000 on a *Ninja Bastard* 486DX2 with 8MB, and it's already out of date. I can't stand the fact that developers are already producing stuff which is intended to be played on a Pentium – it's just so depressing. If I want to play the new games I'm going to have to upgrade and I really can't afford to. If

this sort of thing continues to happen then I'm just going to have to say, "Goodbye little PC – hello PlayStation".

Michael Radford, Staffs

Ninja bastards II: Return

THE OTHER DAY I WALKED into a computer shop and it hurt! I came to my senses and entered the shop and found they had an entire section devoted to PC games. What was disturbing, though, was looking at the boxes and realising that they really ought to have had two different sections – one for people with real machines and the other for people with complete and utter "Ninja Bastard" machines. The specs required for games these days are getting absolutely ridiculous. Surely the software houses aren't serious? Look at all of the latest games – *BioForge*, *US Navy Fighters*, *Magic Carpet*, *Dark Forces*. Every single one of the bloody things requires an absolute monster of a PC.

Philip Veater, Doncaster

It seems to be a sad fact about games development that the teams out there at the moment are currently trying to push the PC to the limits. Just six months ago the 486DX-66 was a real "state-of-the-art" machine and absolutely nothing could beat it. Now, though, as hardware prices come down, it seems that even the P90 only has a short while before it is superseded by more powerful hardware.

Games developers these days want to produce the best-looking things that they can, and it seems that the market is no longer "market driven" but is in fact driven purely by the latest hardware and beyond. Just take a look at *US Navy Fighters* – it has a graphics mode implemented which virtually no existing PC can actually drive effectively. Is this just utterly stupid or what?

It's a very sad fact that if some developers (most notably the Yanks) don't stop ignoring the distribution of PC technology, then many games players will abandon the technology in favour of something else. Yes, yes, the PlayStation will be with us soon, and yes it is shit-hot. Nevertheless, the next six months will be a very sensitive month for the PC, and the whole thing could conceivably swing either way.

What is worth bearing in mind though is the fact that the new GLINT graphics technology will be with us soon. A DX2 or above with one of these buggers fitted will easily outperform the PlayStation in the 3D graphics department.

A little support

I THOUGHT I would WRITE you a letter to complain about all of those really annoying gits who keep writing to your magazine to moan. Here is a suggestion: Why not create a new column in the letters page, titled "Whinging Arsehole Column" and stick all of them in there. Subjects that should be included are:

- a) Your treatment of foreigners (especially the French)
- b) Swearing

c) Damage caused to young children by your abusive tone

d) Mr Cursor

e) Anything else about the mag

By the way, I really, really can't stand French people. The advent of *Klik & Play* has helped produce many new games on this theme from my PC. "Kill a Frog" and "Genocide in France" are now very popular at my house.

R Leatham, Devon

Yes, we have established all of this before. Okay, the thing is, though, we have to be very careful about some of the things we at *PC Zone* say. I know it's a bit lame, but there is a time and a place for swearing and there is a time and a place for taking the piss out of French people. It's not big or clever to be abrasive at every available opportunity, because very often something else is much more amusing.

Unlike many other magazines, though, we do like to think that we know when the right time and place is to use such language.

Mr Cursor is God

I really am getting sick and tired of people slagging off Mr Cursor. He is the personification of us all when we were first figuring out how to use all of the big-box scary stuff. When I read his column for the first time, it was nice to realise that I'm not the only sad bastard who's trouser-browning scared of his PC.

All my life I have been a bit, er, well you might say "anally retentive". Sometimes I would be in agony, but would my arse relent? No way. Laxatives, Muslie – nothing worked. This was, of course, until I started reading *PC Zone* and Mr Cursor...

...Now my rectal muscles have relaxed and I have a much better attitude towards life in general and notably toward my PC and its complicated workings.

A Bartram, Cumbria

Yes. Quite. Thank you.

Hooliganism

I WAS WATCHING the England vs. Ireland "friendly" soccer last week, when I was struck forcefully by a bright flash of inspiration (really, I was). It's an idea for a simulation to end all simulations, and I reckon (ahem) it's a pretty brilliant concept.

Presenting... "Football Hooligan Manager". Yes indeed, a game for all those who ever wanted to join the fascist scum in the terraces but never liked the idea of being rejected by society.

You, Mr/Ms. Bastard Yobbo, start in your scummy flat with nought but a few beer-swilling mates and a couple of miscellaneous bats, chains etc. Your mission is to become King/Queen of the Football Hooligans. This game could have something for all tastes:

- Resource management – You must obtain money, by whatever means necessary, spending it

SPONSORSHIP IS FUN



WRITE SOMETHING
VAGUELY
INTELLIGENT OR/
AND WITTY AND
WE'LL SEND YOU A
FREE GAME!

That's right... I know it's a tall order, but from now on we're going to be rewarding the more intelligent or witty correspondence with a free game, kindly supplied by the chaps at Hit Squad. If you want to write to us, you can use the usual address or e-mail us on:

Compuserve: 100142, 2152
or
CIX: PC Zone @ CIX.compulink.uk

wisely to buy extra weapons and entice other mindless idiots to join your merry group.

- Strategy - Plan your riots carefully, taking stadium security and escape routes into account. You must avoid being arrested, and move base frequently to avoid the police.

- Doomness: (very important) Battle your way through the terraces with your trusty lead bicycle chain/pipe/baseball bat/knife/home-made therm-onuclear grenade launcher, and advance the rights of the dregs of society. Ditto with banks and shops to get money.

Your ultimate aim is to disrupt the FA Cup Final (easily done if you have befriended a big-nosed Frenchman beforehand).

Of course, there could be later add-ons for European and World Cup editions, with the added challenge of avoiding deportation and a chance to beat up foreign fans.

Sean Leonard, Co. Mayo, Eire

ps I've got a patent pending on this one, and if anybody steals the idea I'll sue their arses off and have them kneecapped.

It sounds like an absolutely splendid idea. Maybe an enterprising software house which actually has a sense of humour might go for it?

Games these days appear to be getting far too serious for their own good, and so it would be very nice to see something that was a bit more amusing than the things we're currently used to seeing.

How about it then eh? We have Sean's address if anyone's interested.

PORN ON THE CD

Due to a problem that was beyond our control, the April PC Zone CD ran into a bit of a problem. As you may remember, on that particular issue we ran 1,000 Doom WAD files. Unfortunately, one of the 1,000 was, er, shall we say, a bit "rude". Although we at PC Zone tend not to shy away from anything, we don't condone this sort of pornography in any way. Its presence on the disc was purely due to a problem during evaluation. There is an etiquette in the Doom fraternity when distributing WADs and that is to include a text file with the file. This serves two purposes: it lets you know who produced the WAD and also lets people know what the WAD comprises of. This particular file, simply called XXXDOOM.WAD, did not have a text file.

Whilst we apologise for the incident, we won't ignore any feedback. The following comments have been downloaded from the mailbox in the PC Zone CIX forum, as well as a number of letters that we've had.

- I reckon you should trace the author and let him know how irresponsible of him it was not to add a file to his WAD that warned people of the content. Also, you should let him know how much money, bad publicity and trouble he has caused.

GEVENETT

- Good grief. It's got to be the only time I've ever bothered pulling WAD files off a CD (and no stupid "pulling" jokes please).

POPEYE

- That file is now probably the only one that will be played from the CD and is rapidly going to reach the number one slot in the "most played Doom WAD" charts.

KBLAKE

- Just played it. (Isn't it ruuuuuude?)

TDALLISON

- Goody, goody, off to check it now and see how awful it really was...

MAXHORTON

- I am writing to tell you about the Doom level that appeared on your April CD-ROM. The file in question is XXXDOOM.WAD and appears to be filled with pornographic imagery. Whilst I'm not complaining about the content, I do feel that you should have issued a warning

on the disc to let us know that it was there. It could have been quite embarrassing if my eight-year-old had got hold of it first.

D Hewlett, Bristol

- I read in the Daily Star today that you had a number of pornographic images on your CD. Could you tell me what they are and how I can get hold of them?

Anon

- I recently read in the Today newspaper that the latest PC Zone has some dirty game levels on it or something. I have the floppy disk version of the magazine but I can't find the pics anywhere. Are they much deeper in the game or is there a cheat?

Pete Bradhill, Cornwall

Er... actually it was only the CD version of the mag. Saddy.



**BACK ISSUES
are available by
calling
01789 490 215**



Mr Cursor

HE'S AFRAID OF... WELL, EVERYTHING ACTUALLY

Y

YOU KNOW HOW SOMETIMES, when lounging about with nothing much to do, your mind starts to wander, and you begin to ponder on life, the universe and everything? And you slowly get drawn into such abstractions as the infinite and the finite? And then "time" gets in on the act, and then birth and death, and the question of, were you "dead" before you were born? Which brings up the question of whether the existence of "nothingness" is possible? While, on the flip side of the coin, "everythingness" is taunting you with its own particular brand of ungraspability? So cue the obligatory mind-loop. And then the special valve in your brain (whose sole job it is to shut off such unedifying realities/non-realities) sort of fails momentarily and you get a pico-second panic attack. But then it's back to business as usual, because the "reality" valve starts operating again, cutting in bigtime, and you're able to concentrate once more on Pamela Anderson's "assets" in *Baywatch*? You with me? I expect you are, so I'll continue...

Well, one of those moments happened to me last week... only it had nothing to do with questions of life and the universe. Or *Baywatch*. No indeed. What actually happened was that I was sitting in front of my slightly dodgy monitor, fretting about the dusty insides of my now out-of-date 486 DX33, when I was suddenly overcome by a complete and stultifying "techno shock". It came out of nowhere and washed over me like a tidal wave. (Or a "tsunami", if you want to be poncey and Japanese about it.)

Anyway, although the actual techno-shock event was over in a matter of earth seconds, my own personal time scale - during the anomaly - was stretched to the point where large passages of *War And Peace* could've been quoted between individual heartbeats. It was a bit like a car crash. In other words, a lot happened quickly.

Here's what I can recall of the experience.

Thought one: "Oh no, how can my monitor actually 'work'? Surely it's impossible? I must be dreaming!"

Thought two: "Oh no, how do people make plastic? Nearly everything in this room is made of plastic!!!"

Thought three: "Oh no, how do people make glass? It's like this solid stuff, but you can actually SEE THROUGH IT!!! Bloody hell!!!"

Thought four: "What's a molecule?"

Thought five: "How come a big hard-drive works faster than a small hard drive? And what is a hard drive anyway? How did somebody work out how to make the first one? Jesus Christ!!!"

Thought six: "CD drives... oh no!!!"

And then the thoughts intensified and started coming faster and faster. Before long my vision blurred. Mind loop a-kimbo. Like a slow fade in a movie, my monitor, PC, table and lounge wall gave way to the set from *Mastermind*. Magnus Magnusson had taken control. He was asking the questions now. (But at least he started with a couple of easy ones...)

Magnus: Who hosts the daily afternoon

BBC2 show *Ready, Steady, Cook*?

Me: Fern Britten.

Magnus: Correct. Which is more enjoyable to blob in front of on a Sunday afternoon - Old Columbo or New Columbo?

Me: Aha! Old Columbo.

Magnus: Correct. How does electricity work?

Me: Uuuuh?

Magnus: I'll repeat the question. How does electricity work?

Me: Er, well, it's sort of like, er. Um. It's like, erm, fire or something, but it's sort of smaller and invisible. No, no. Er... pass.

Magnus: How do you make metal?

Me: Do what?

Magnus: I'll repeat the question...

Me: No need, I heard it - I just wanted time to think. Er, do you take rocks out of the ground and sort of melt them or something?

Magnus: No, and as you didn't pass I really ought to tell you the correct answer, but seeing as I'm just a figment of your imagination, and seeing as how you don't know the answer yourself, I am unable to. So I will continue with the next question...

And he did, he did. I knew vaguely what the Unified Theory was because I'd seen it explained on the *Open University* once; and I knew that LASER stood for Light Amplification Stimulated Emission Radiation; but by the time Magnus had finished (or "started, so I'll finish," as he put it), my tally of ticks versus crosses was less than impressive. Just the four, basically: four ticks, 36 crosses.

And it was about then that my attack of "techno-shock" subsided. My reality valve had cut in, and I was back in my lounge. There was my monitor (which I didn't understand). There was my table (which I did understand because it's made of wood). And there was my PC (which I don't even want to talk about). But I've still got to upgrade the bloody thing. And I don't even know what a "volt" is. Hmmm. A bit tricky, really...

...But forget about all that, because I'll finish with something entirely unconnected to techno-shock: namely "Words Which Don't Exist But Ought To". Illumination follows...

Scenario: Me and some chums playing our own version of *Scrabble*, in which you put down any collection of letters you want, as long as you can give the resulting word a feasible meaning. It's like the opposite of *Call My Bluff*, in a way. Here's a short word which many of us now use daily...

...**Voif**, voyff, noun. A very small amount, but controlled; generally of emotional feelings.

Example A - "I was curious, but it was only a voif!"

Example B - "He experienced a voif of fear."

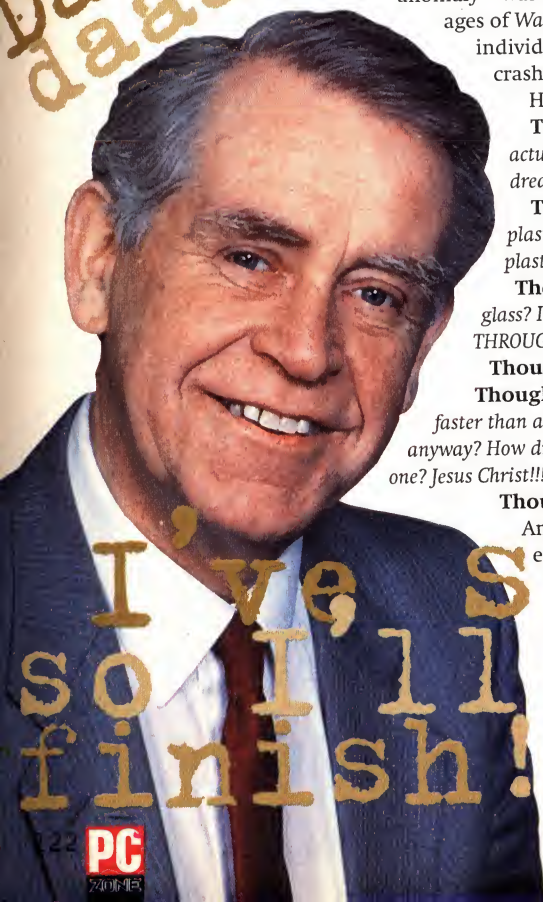
Example C - "She was initially perplexed, but after much soul-searching, found herself left with only a voif."

Here's a really long word, which was vetoed in-game because it would have allowed the player responsible to score 155 points...

...**Nettlegrimraut**, Ne'tl'grimm-rowt, noun. A two-inch-long bird, which builds nests weighing up to four tons, on top of bullrushes.

So why am I telling you this? Two reasons, really: (1) try playing *Scrabble* with the rules just mentioned, as it's heaps of fun as long as everyone concerned is out of their respective tree, of course, and (2) please, please, please, find room in your everyday vocabulary for the word "voif". Believe me when I say that you will, albeit eventually, wonder how you ever got along without it.

Toodle-pip. (I'm experiencing more than a voif of uncertainty regarding this whole final paragraph. Ed.) ■



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